

STEVEN UNIVERSE



“Frybo”

DISTRIBUTION:
VIA DAX

PRODUCTION #: 1020-00**6**

Date:

Pitch	
Revised	
Approved	
Conformed	
Final	MAY 20 2013

1020-008

1020-008

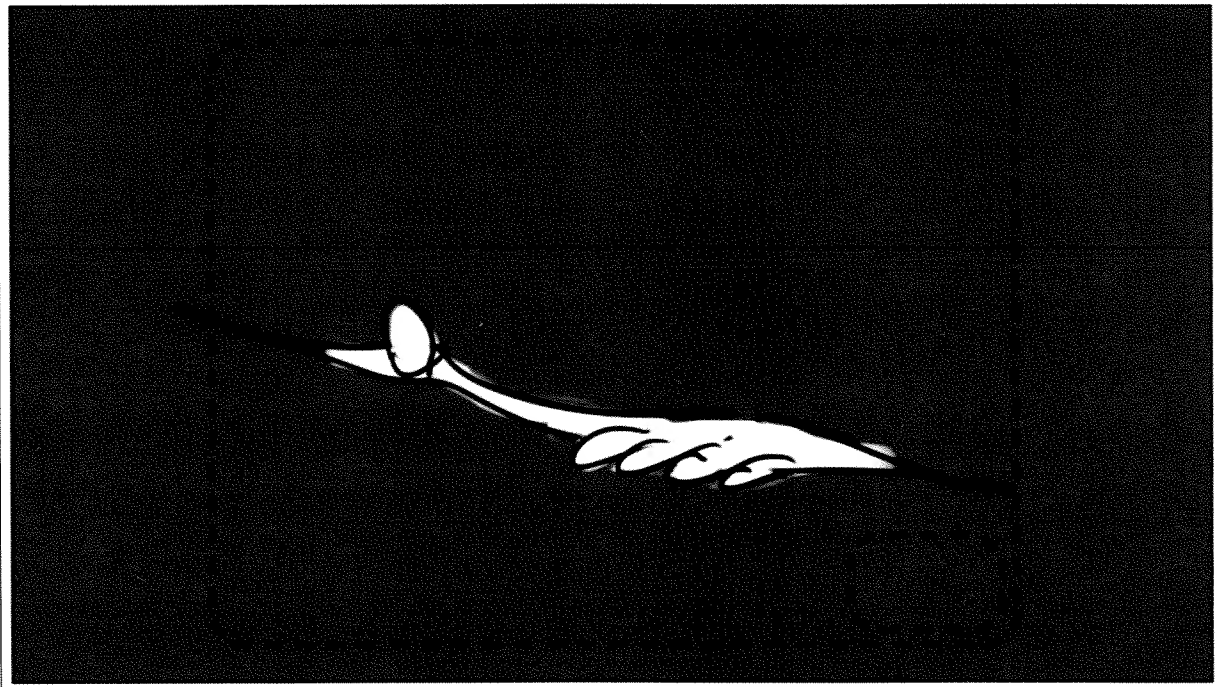
1020-008

Scene	Panel
1	1



Slugging
0.10

Scene	Panel
1	CONT 2



Action Notes
STEVEN pushes pile of clothes open.

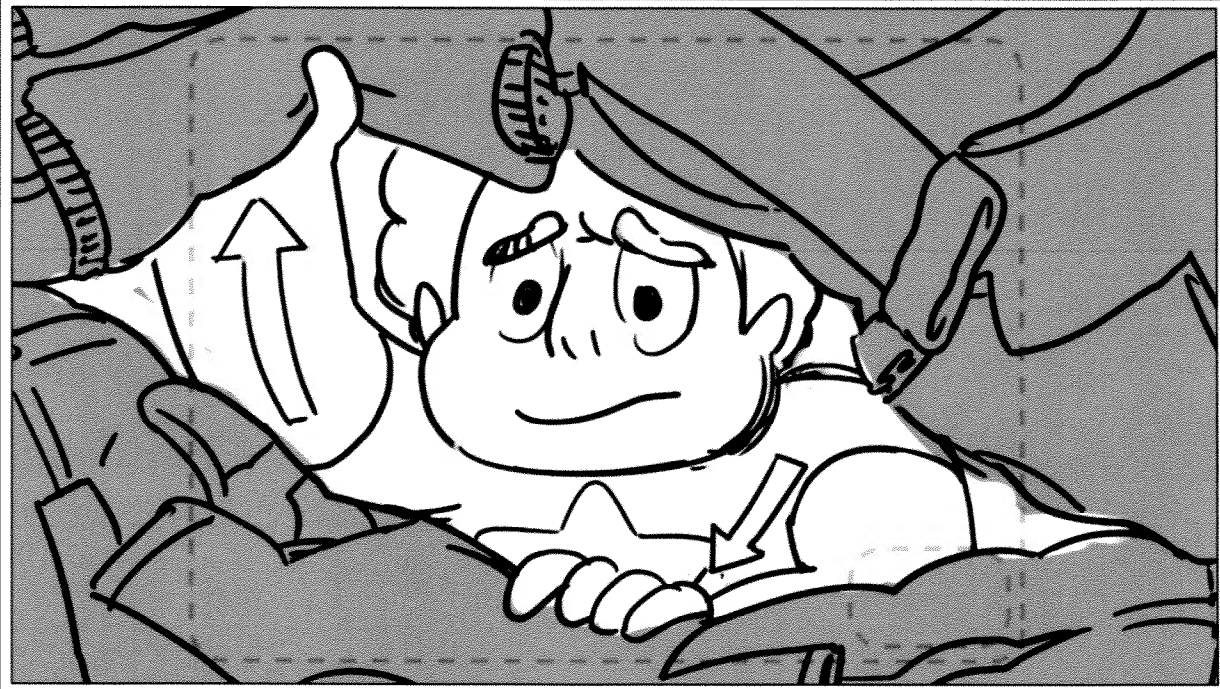
MAY 20 2013

Slugging
0.09

1020 · 008

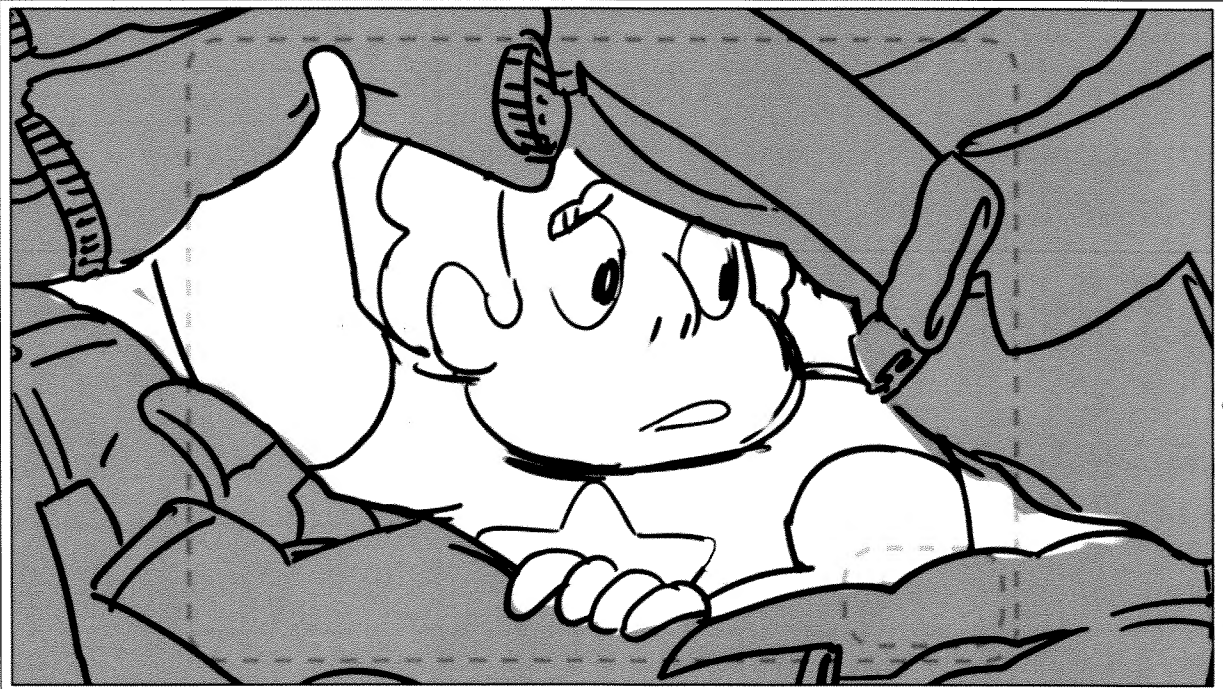
1020 · 008

Scene	Panel
	1 <i>cont</i>
	3



Slugging
1.07

Scene	Panel
	1 <i>cont</i>
	4



Dialog
STEVEN: WHERE ARE YOU?

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Slugging
1.10

Scene	Panel
2	1



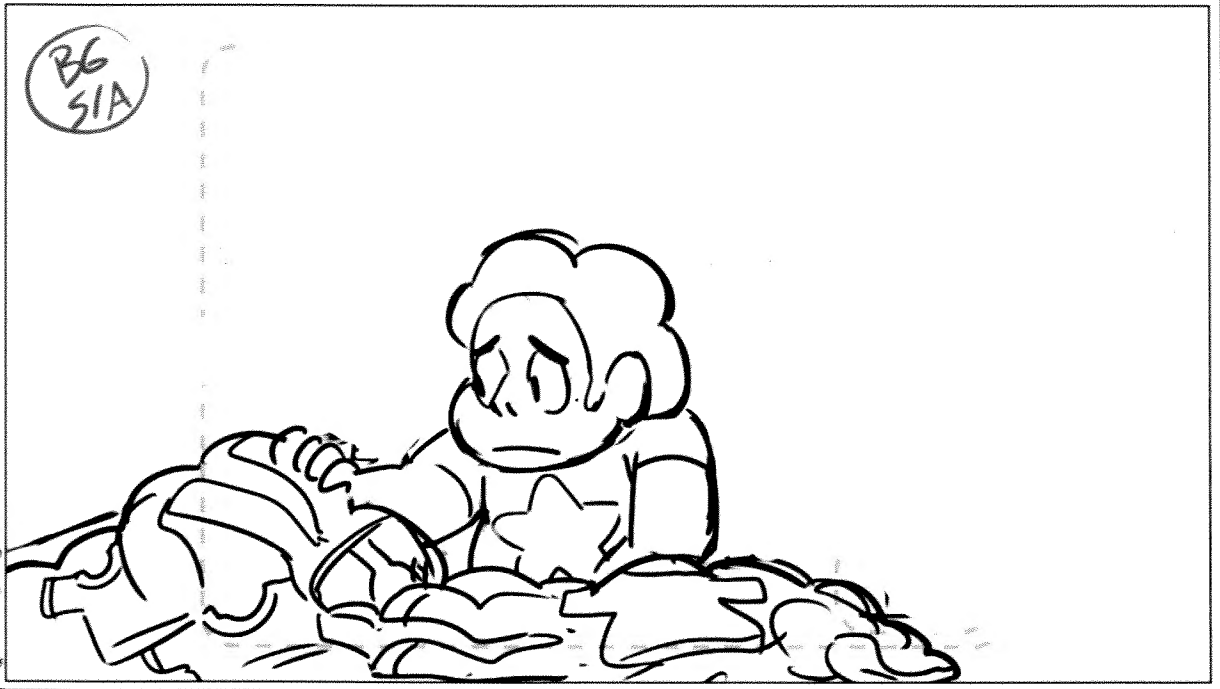
Slugging
Panels 1 + 2 = 0.12

Scene	Panel
2	2



MAY 20 2013

Scene 2 Panel 3



Slugging
0.12

Scene 2 Panel 4



Dialog
STEVEN: TSK TSK, YOU'RE A MESS, STEVEN.

Action Notes
STEVEN shakes his head.

Slugging
Panels 4 to 6 = 4.01

Scene 2 *cont* Panel 5



Dialog
STEVEN: TSK TSK, YOU'RE A MESS, STEVEN.

Action Notes
STEVEN shakes his head.

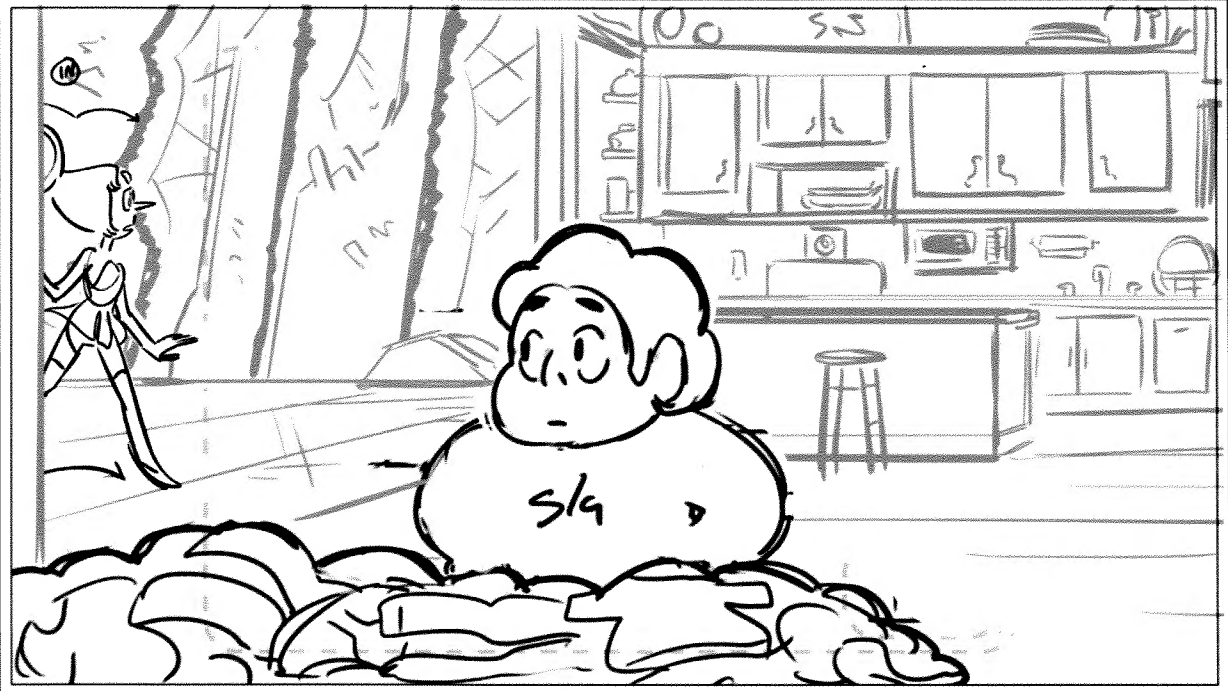
Scene 2 *cont* Panel 6



Dialog
STEVEN: TSK TSK, YOU'RE A MESS, STEVEN.

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Scene	Panel
2	CONT 7



Dialog

PEARL (*MUTTERING TO HERSELF)

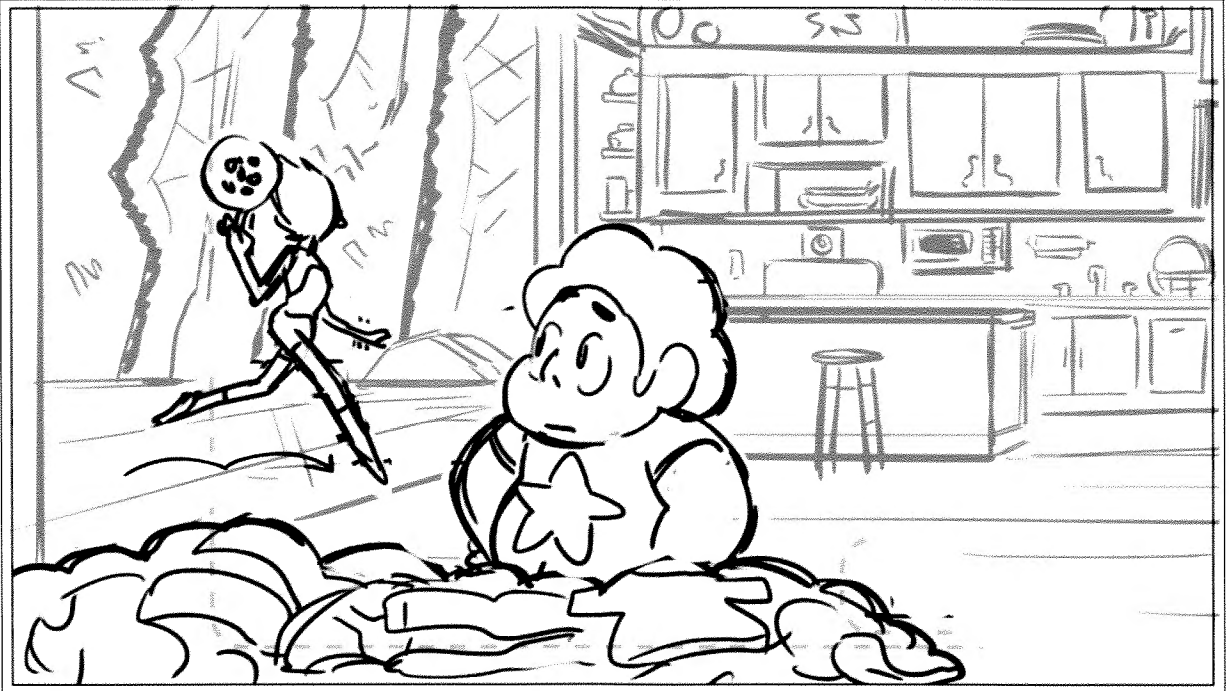
Action Notes

PEARL steps in, concerned, levitating a bunch of crystal shards from her finger.

Slugging

1.08

Scene	Panel
2	CONT 8



Dialog

PEARL (*MUTTERING TO HERSELF): I KNOW I HAD EIGHT... HEY, STEVEN...

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Slugging

4.05

Scene	Panel
2	9



Dialog

PEARL: HAVE YOU SEEN...

Action Notes

PEARL's hand on counter, she's searching the kitchen.

Slugging

0.13

Scene	Panel
3	1



Dialog

PEARL: ...A GEM SHARD...

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Slugging

1.05

Scene	Panel
3	2
CONT	



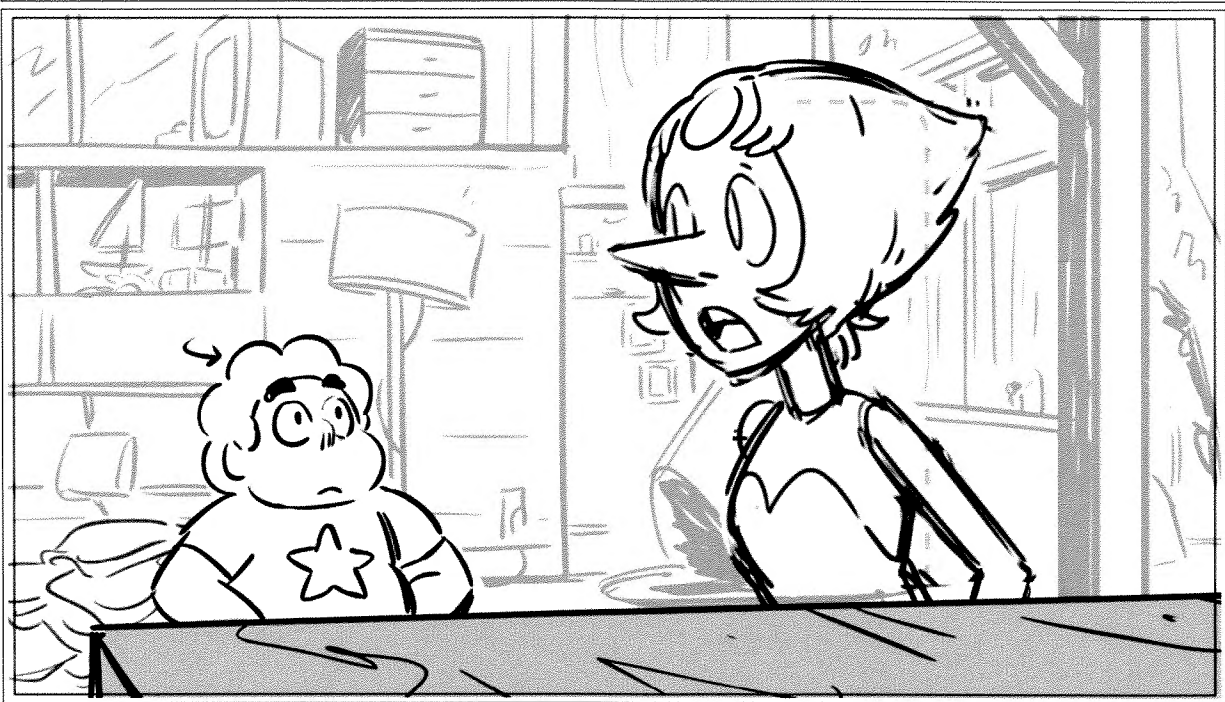
Dialog

PEARL: ...ANYWHERE?

Slugging

1.02

Scene	Panel
3	3
CONT	



Dialog

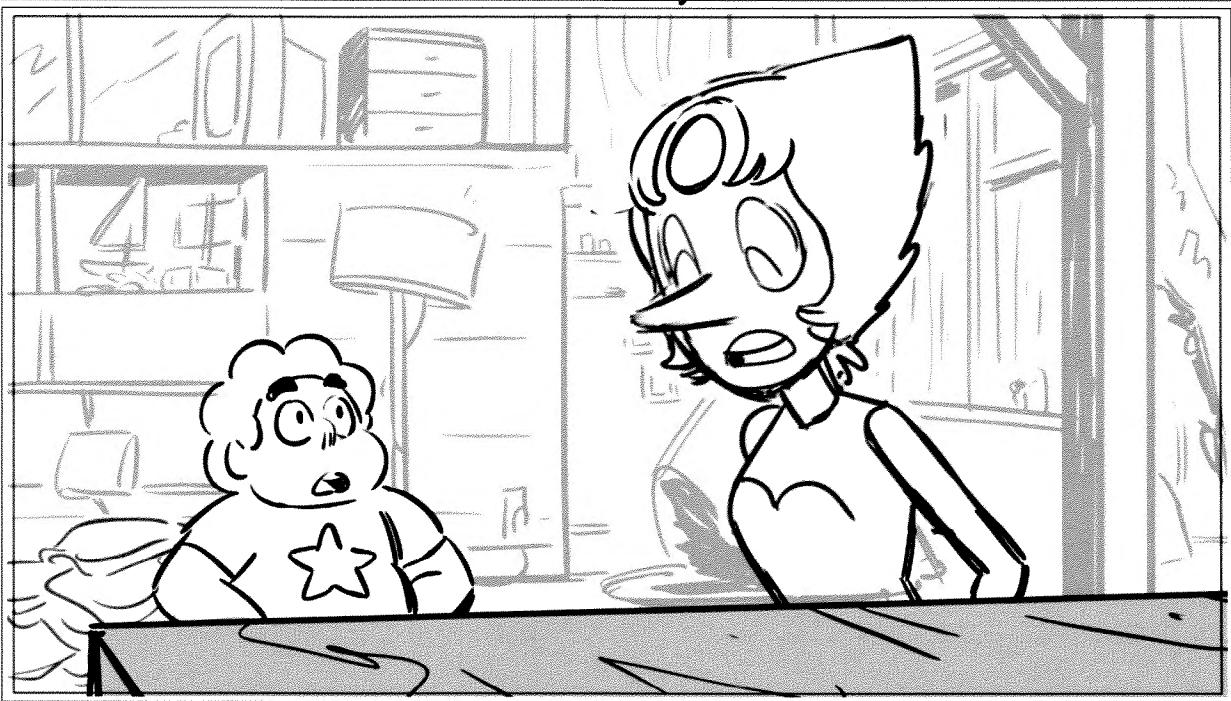
PEARL: IT'S VERY...

Slugging

0.14

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Scene 3 Panel 4



Dialog
PEARL: ... IMPORTANT.

STEVEN: NO.

Slugging
2.10

Scene 3 Panel 5



Dialog NO
STEVEN: HAVE YOU SEEN MY PANTS?

Action Notes
STEVEN steps toward PEARL.

Slugging
2.06

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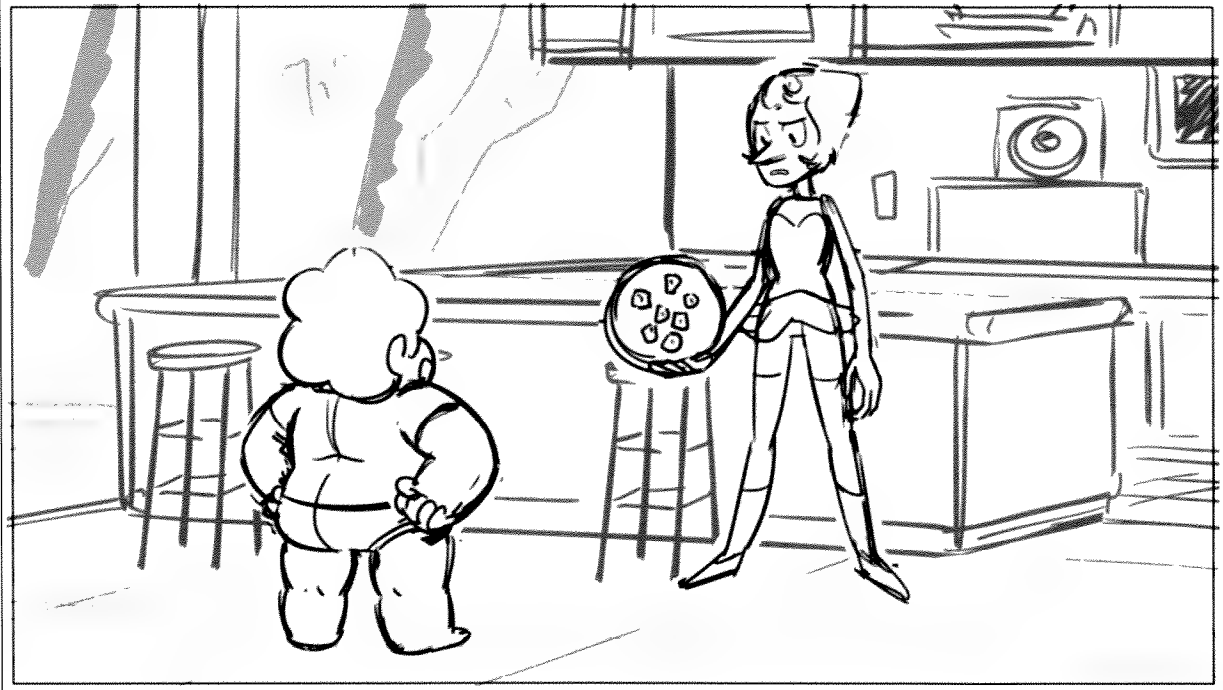
Scene	Panel
4A	1



Dialog
STEVEN: THEY ARE ALSO...

Slugging
Panels 1 + 2 = 3.04

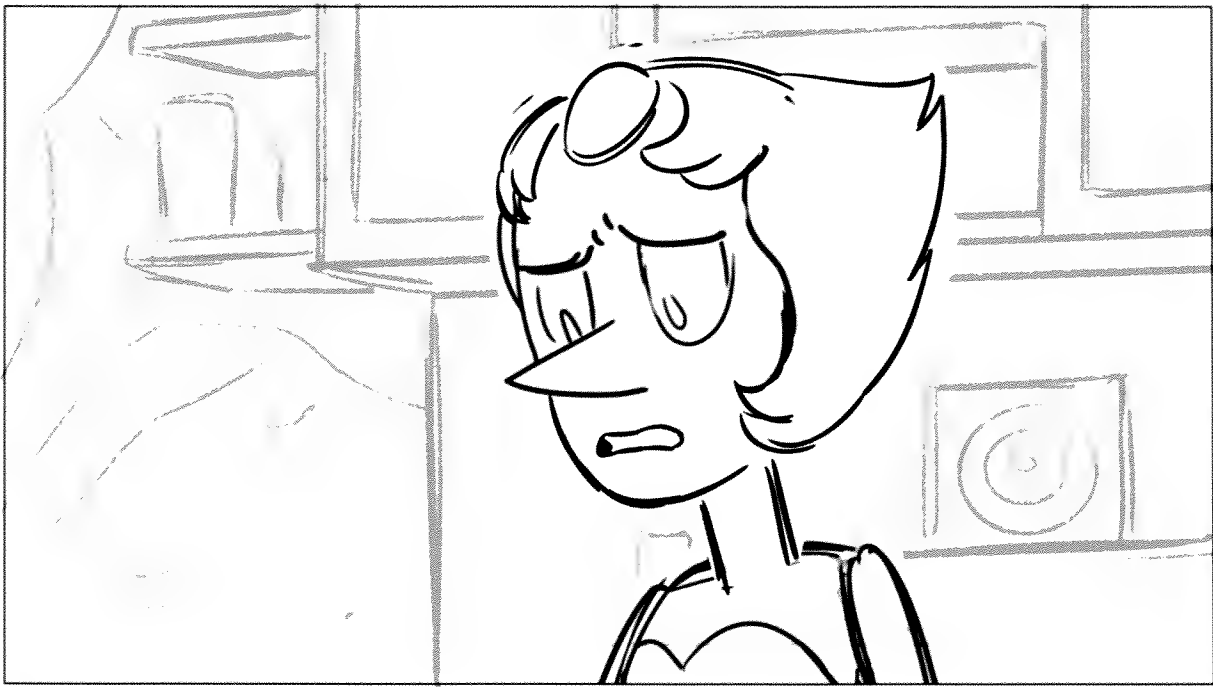
Scene	Panel
4_A cont	2



Dialog
STEVEN: ...VERY IMPORTANT.

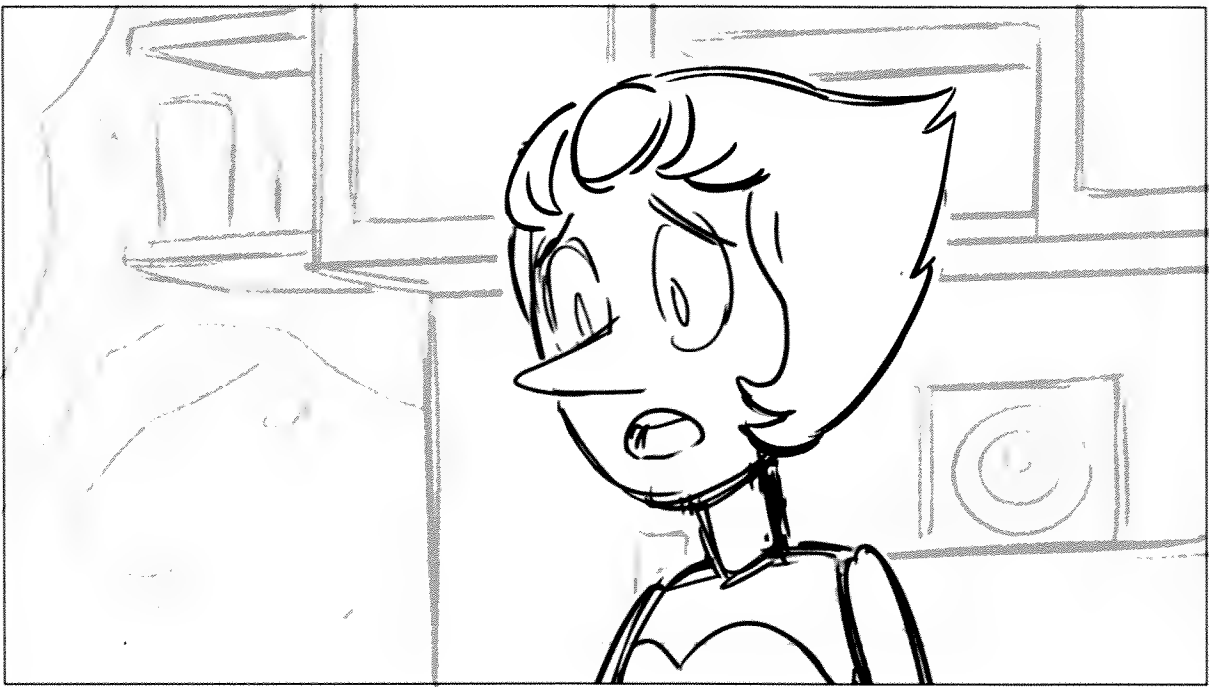
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Scene	Panel	
	4	B
		1



Slugging
0.06


Scene	Panel	
	4	Bent
		2




Dialog
PEARL: I'M SERIOUS, STEVEN.

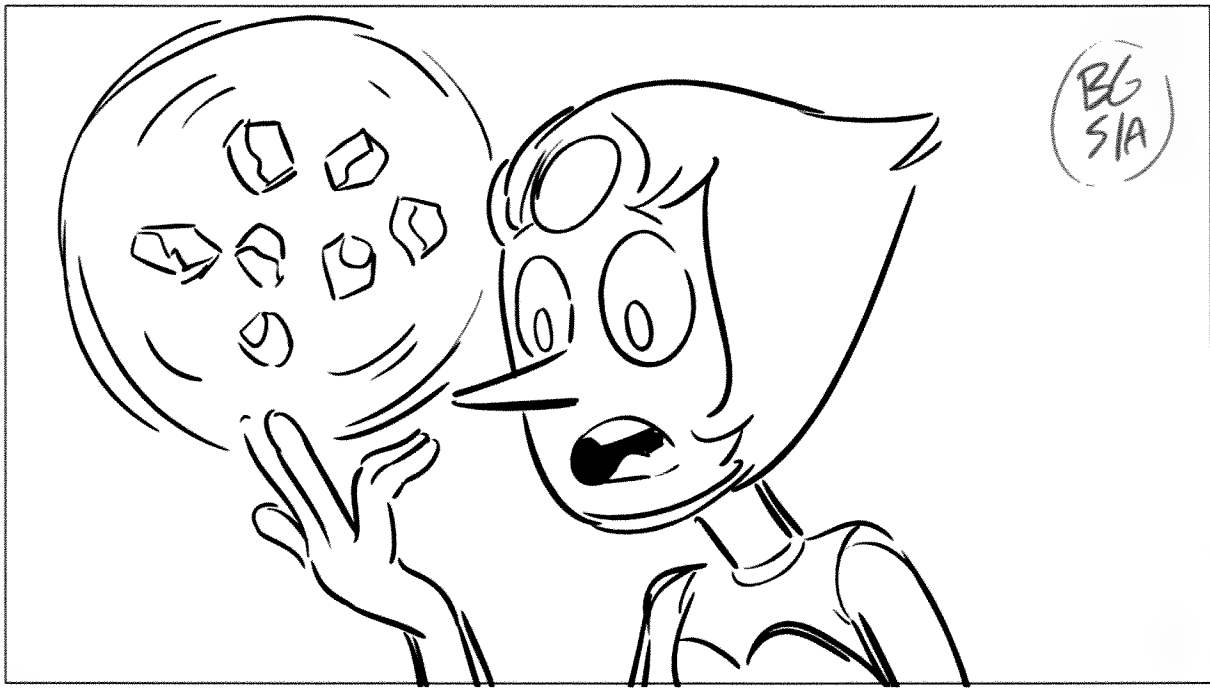
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Slugging
2.05

Scene	Panel	
	4	Beant 3
		
<p>Dialog</p> <p>PEARL: THESE SHARDS HAVE...</p>		
<p>Action Notes</p> <p>PEARL lifts shards up.</p>		
<p>Slugging</p> <p>1.11</p>		

Scene	Panel	
	4	Beant 4
		
<p>Dialog</p> <p>PEARL: ... A POWERFUL PARTIAL CONSCIOUSNESS THAT HAS BEEN HARNESSSED BY GEMS...</p>		
<p>Slugging</p> <p>4.12</p> <p>MAY 20 2013</p>		

Scene	Panel
	4 CONT
	5



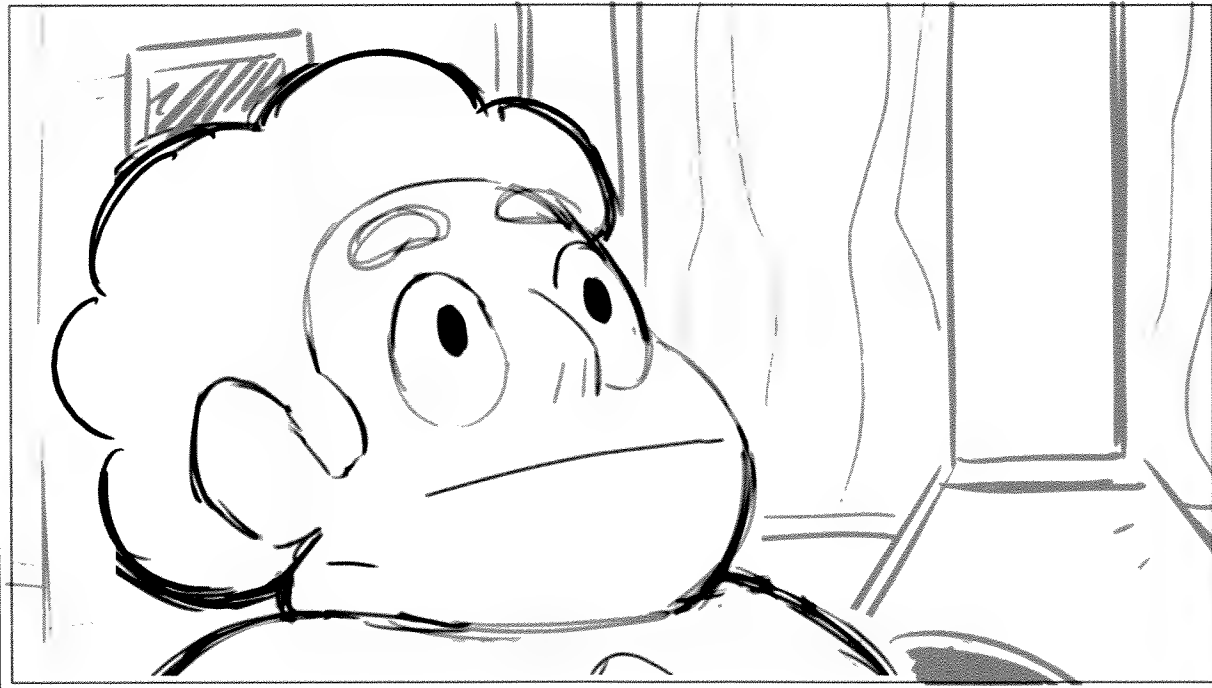
Dialog

PEARL: ...THROUGHOUT HISTORY ...

Slugging

1.06

Scene	Panel
	5
	1



Dialog

PEARL (Off-Screen): IN ORDER TO CREATE...

STEVEN (*THINKING): THEY WEREN'T IN THE...

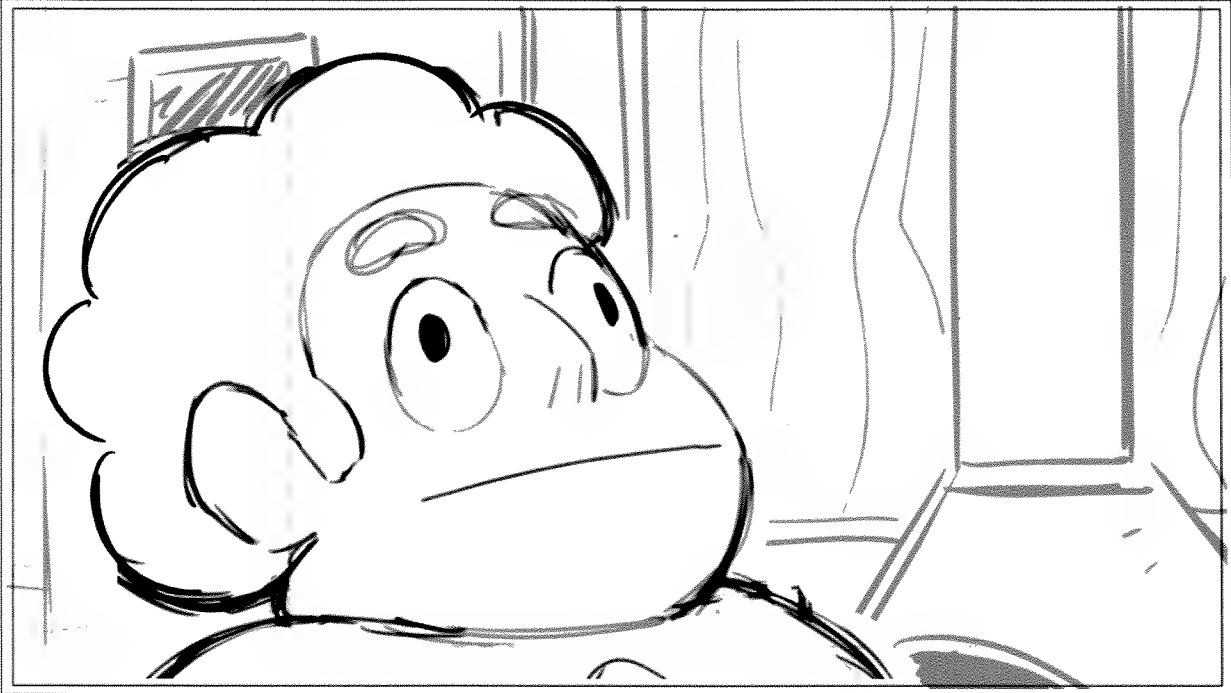
Action Notes

STEVEN starts zoning out, gets glassy-eyed.

Slugging

2.03

Scene	Panel
5	2



Dialog
STEVEN (*THINKING): ... KITCHEN EITHER.

Slugging
2.08

Scene	Panel
5	3



Dialog
STEVEN: UNDER THE BED!

Slugging
1.14

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Scene	Panel
5	4
CONT	



Dialog

STEVEN: NO, WAIT, I LOOKED THERE, TOO.

Slugging

2.15

Scene	Panel
5	5
CONT	



Dialog

STEVEN: AND THEN...

Slugging

0.11

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Scene	Panel	
	5	6
<i>CONT</i>		



Dialog
STEVEN: ...PEARL WALKED IN...

Slugging
2.03

Scene	Panel	
	5	7
<i>CONT</i>		



Dialog
STEVEN: -GASP!-

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Slugging
0.15

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1020-008

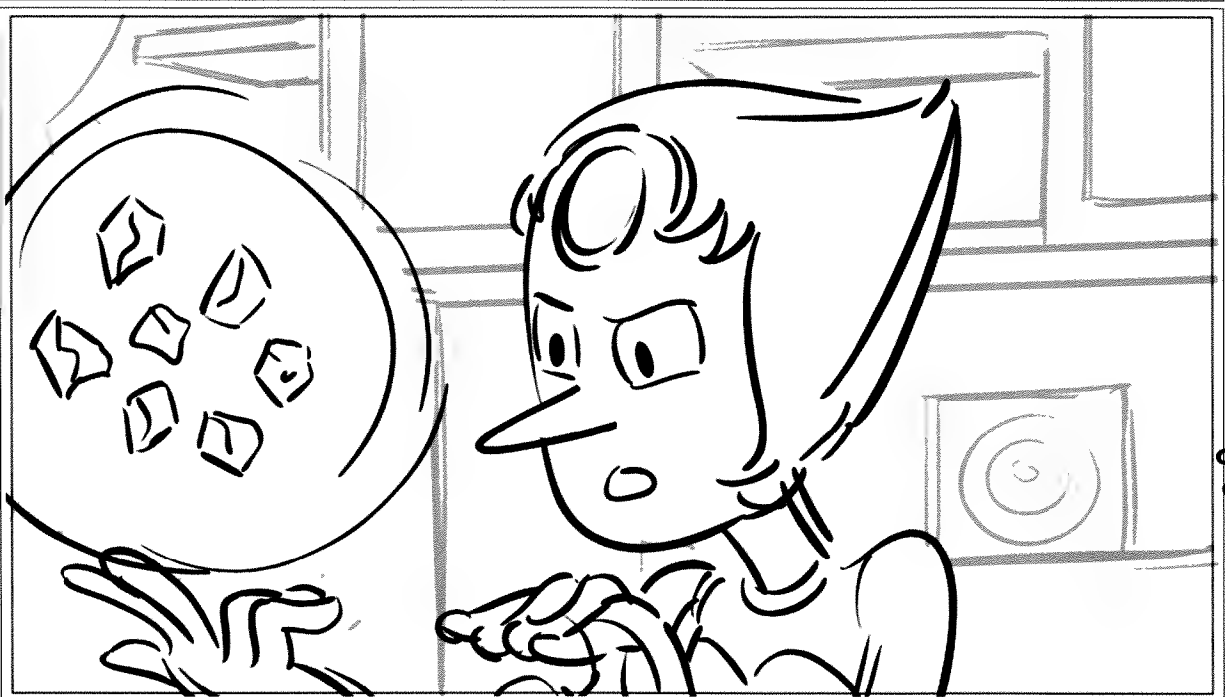
Scene Panel 5 8



Dialog
STEVEN: PEARL!

Slugging
1.01

Scene Panel 6 1

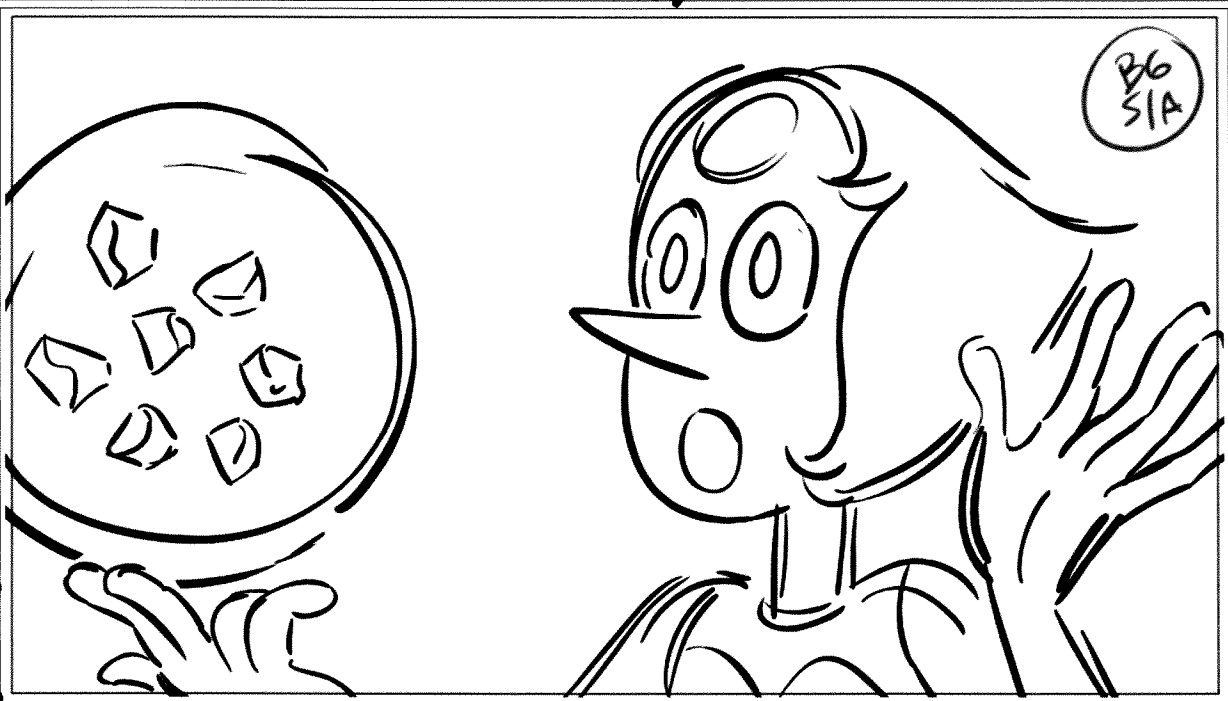


Dialog
STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

Slugging
Panels 1 to 7 = 6.07

1020-008

Scene 6 Panel 2



Dialog
STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

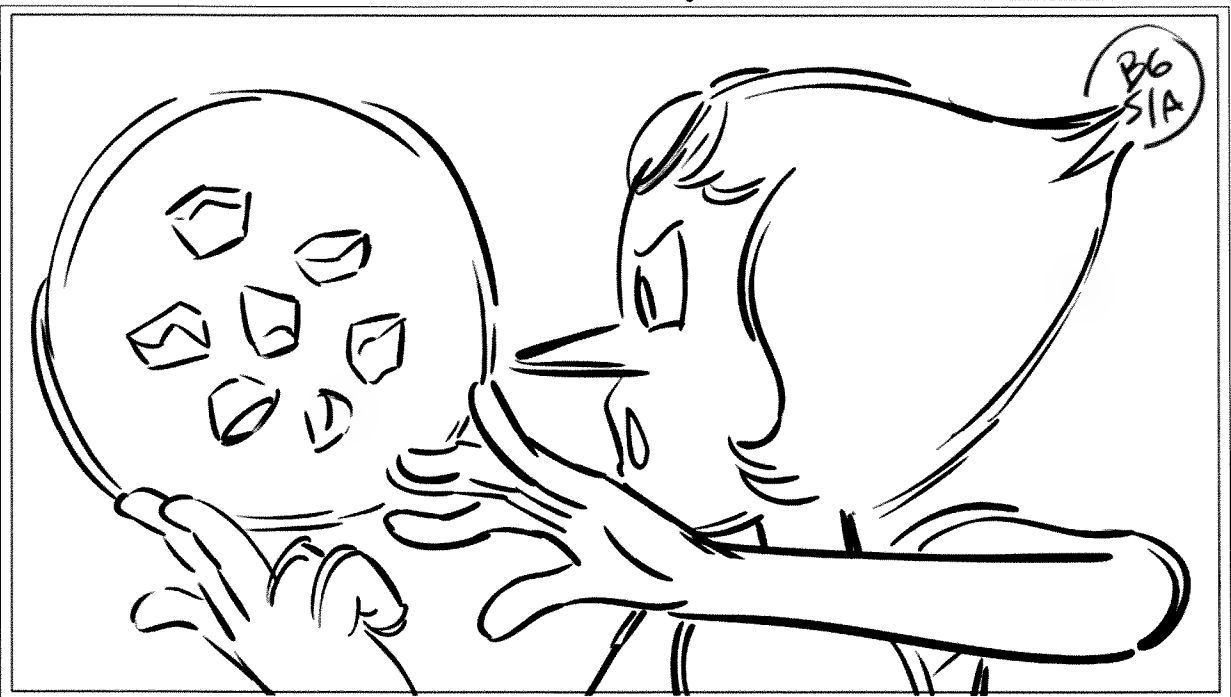
Scene 6 Panel 3



Dialog
STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

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Scene	Panel	
	6	<i>CONT</i>
		4



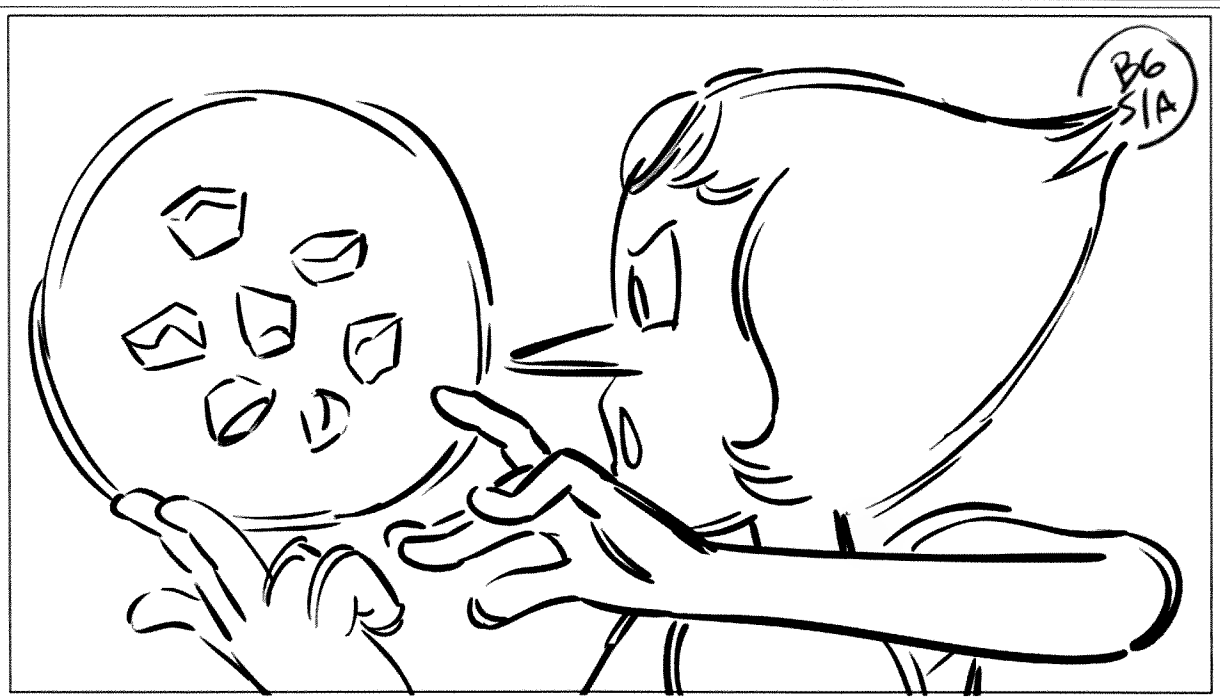
Dialog

STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

Action Notes

Cycle with next x3

Scene	Panel	
	6	<i>CONT</i>
		5



Dialog

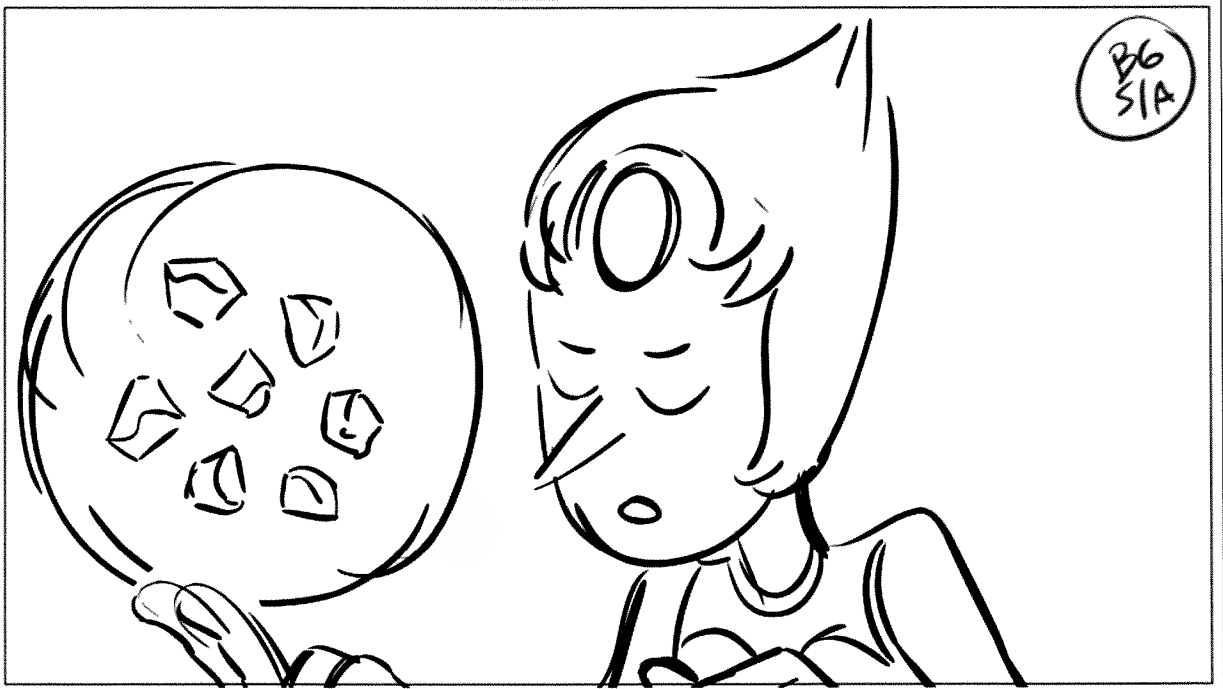
STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

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Scene	Panel
	6 <i>cont</i>



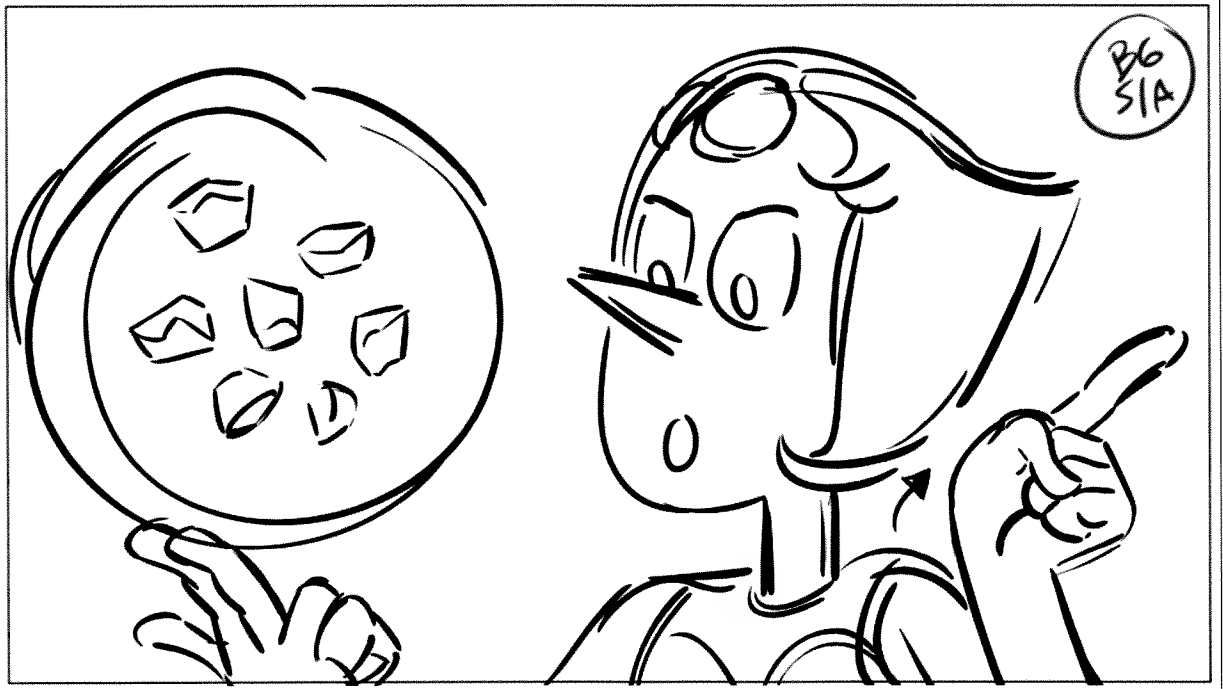
Dialog

STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

Action Notes

antic down

Scene	Panel
	6 <i>cont</i>



Dialog

STEVEN (Off-Screen): OO GEEZ, SHE'S REALLY EXPLAINING SOMETHING.

Action Notes

Hand pops up

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Scene	Panel
7	1



Action Notes

STEVEN continues zoning out, getting glassy-eyed.

Slugging

0.05

Scene	Panel
7	2

CONT



Dialog

STEVEN: UH, I CANT JUST START LISTENING NOW.

Slugging

4.04

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1020-008

1020-008

Scene	Panel	
	7	CONT
		3



Dialog

STEVEN: I WOULD BE LOST.

Slugging

2.03

Scene	Panel	
	7	CONT
		4



Slugging

0.08

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Scene 7 Panel 5



Dialog
STEVEN: JUST LIKE MY...

Slugging
1.00

Scene 7 Panel 6

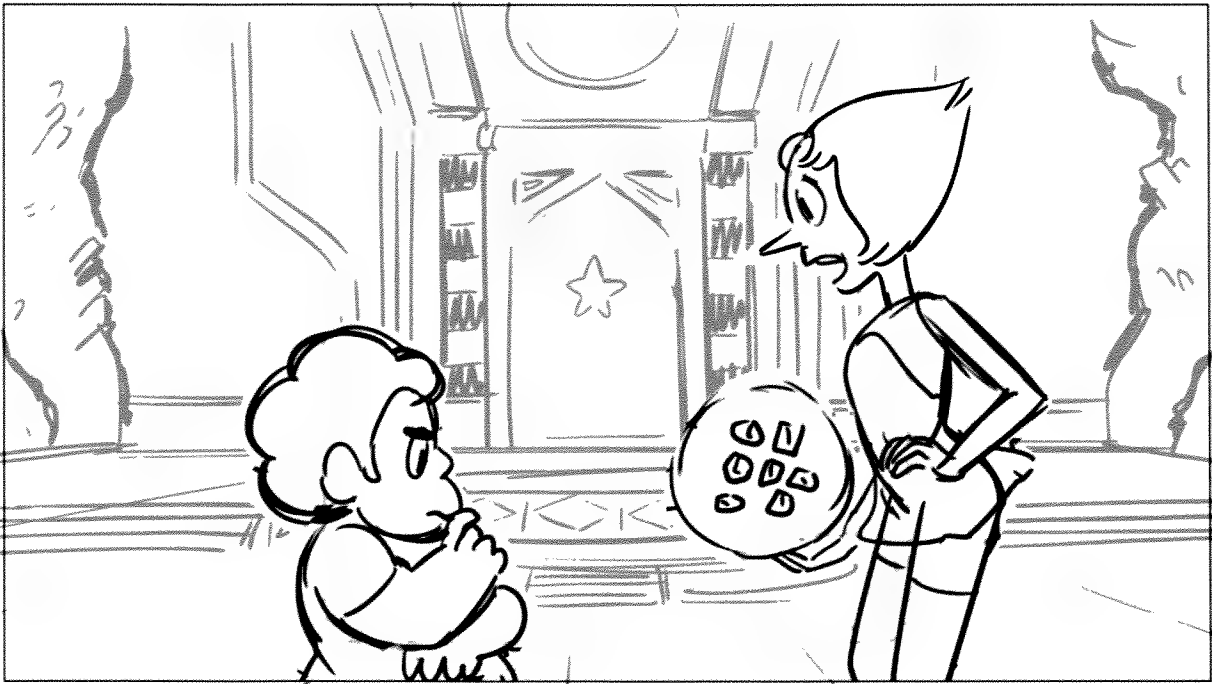


Dialog
STEVEN: ...PANTS.

Slugging
1.11

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Scene	Panel
8	1

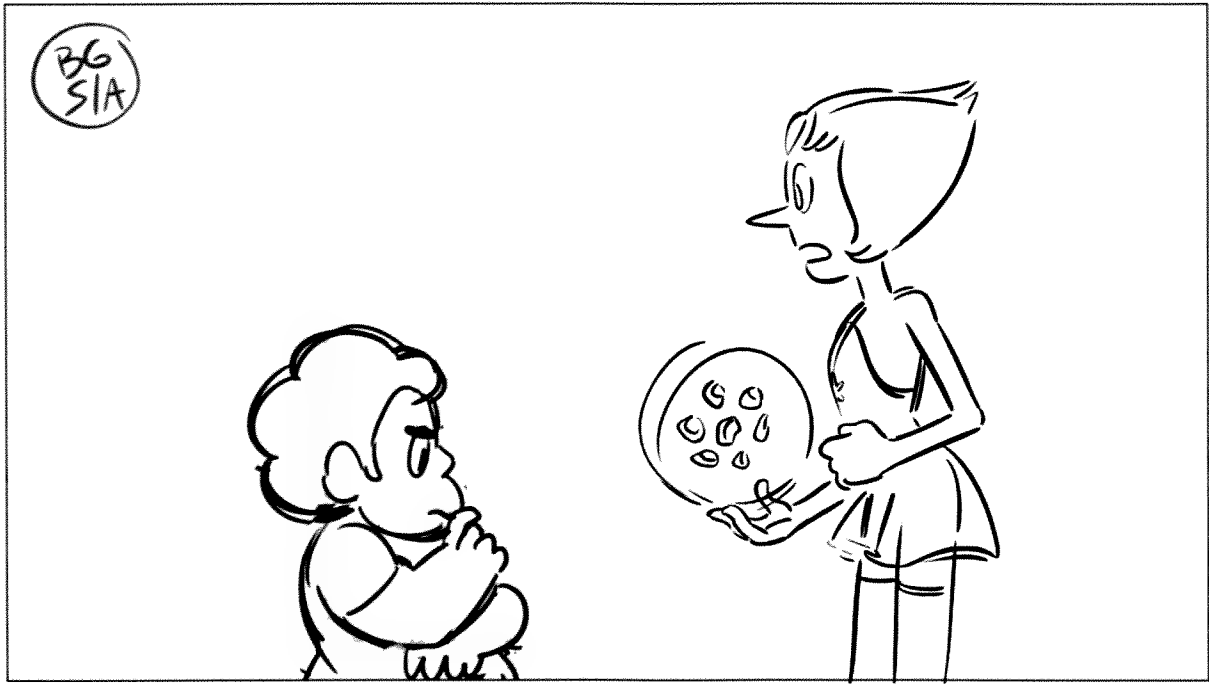


Dialog
PEARL: COULD BECOME

Slugging
Panels 1 + 2 = 3.07

Scene	Panel
8	2

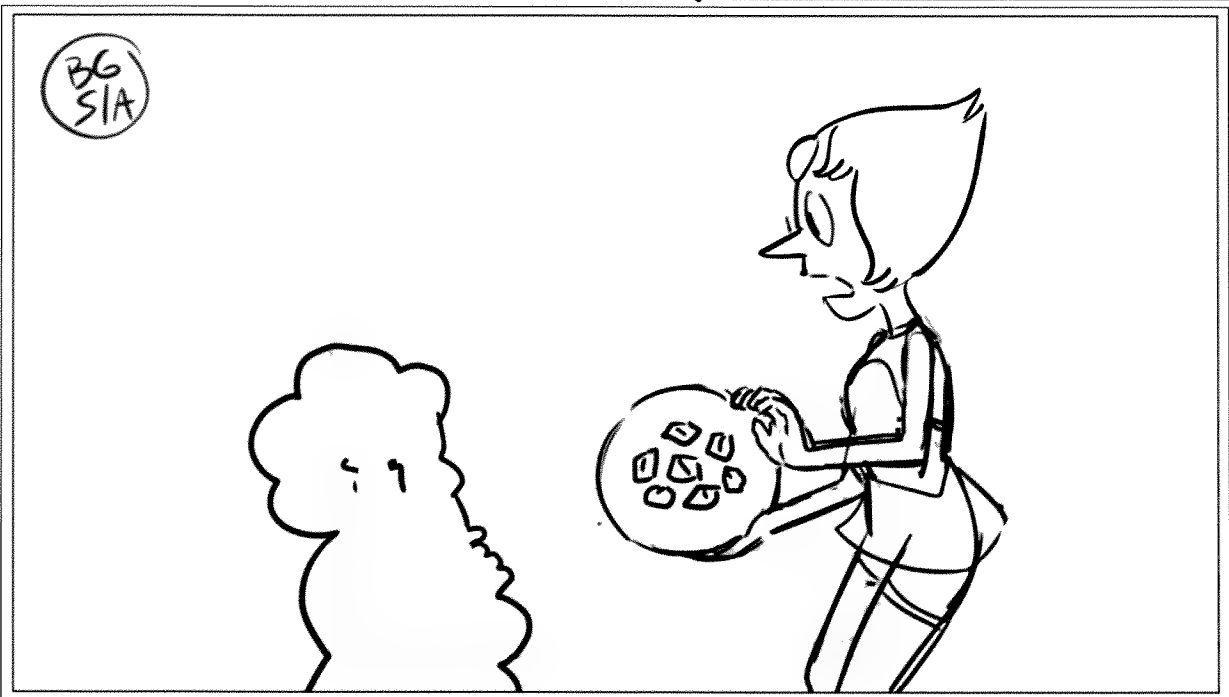
cont



Dialog
PEARL: A MONSTER!

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Scene	Panel	
8	cont	3



Dialog

PEARL: THAT'S WHY IT'S VERY...

Slugging

2.00

Scene	Panel	
8	cont	4



Dialog

PEARL: ...VERY IMPORTANT...

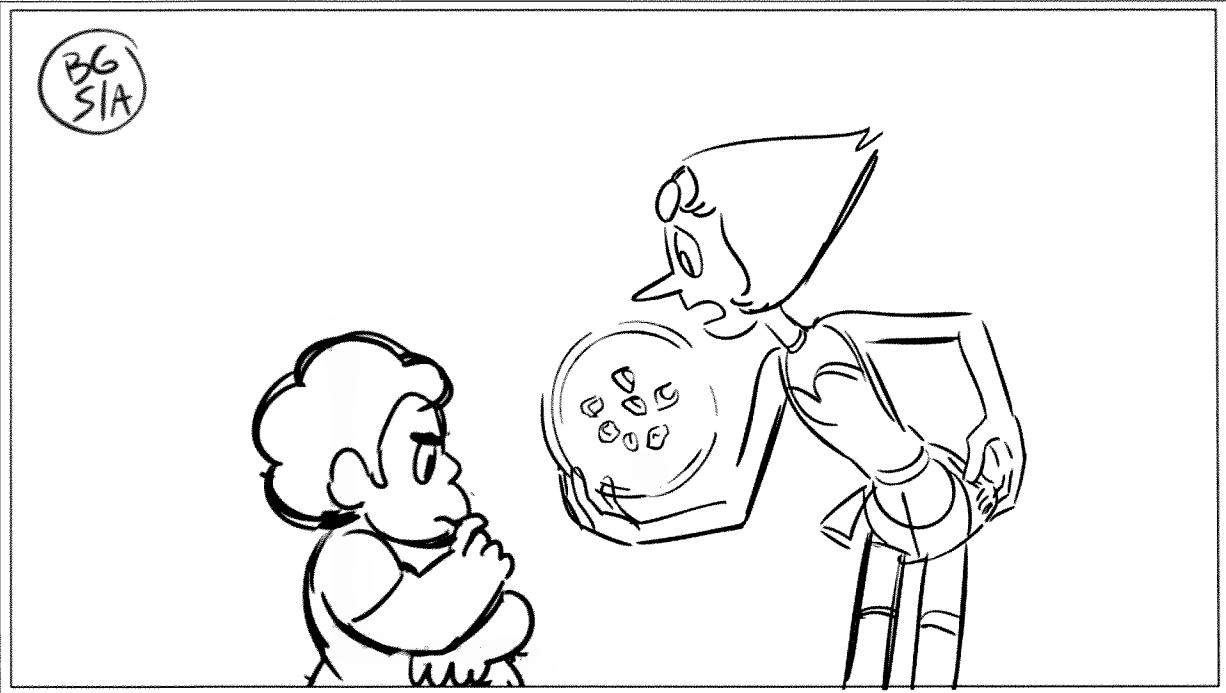
Slugging

2.01

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Scene 8 Panel 5



Dialog
PEARL: ...THAT IT'S KEPT AWAY FROM ANY KIND OF...

Action Notes
PEARL grabs hem of her skirt...

Slugging
2.02

Scene 8 Panel 6



Dialog
PEARL: ...GARMENT.

Action Notes
...and tugs.

STEVEN'S pants runs past in BG.

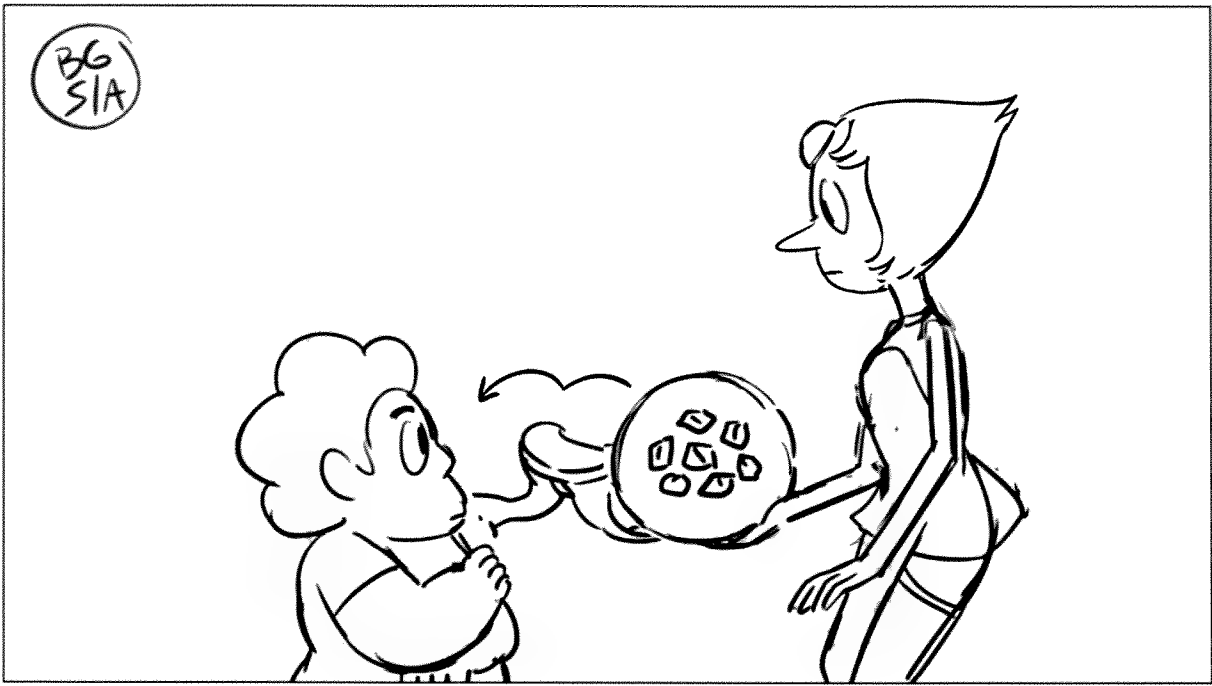
Slugging
1.01

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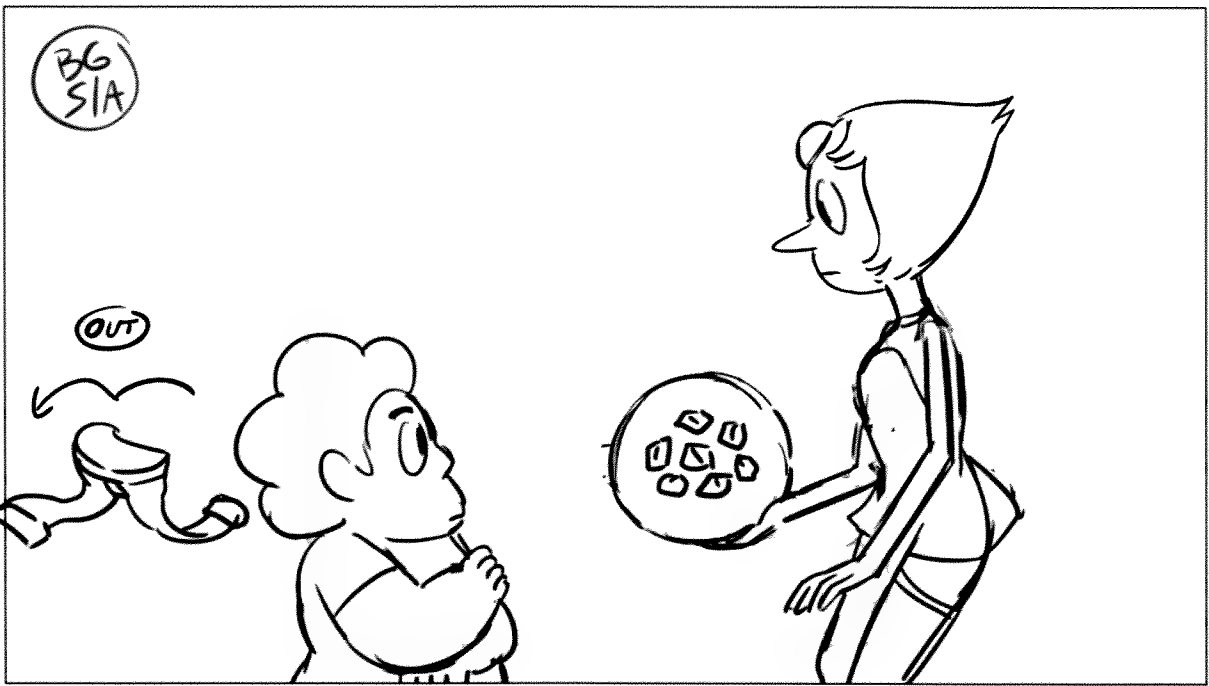
1020-008

Scene	Panel
	8 <i>cont</i>
	7



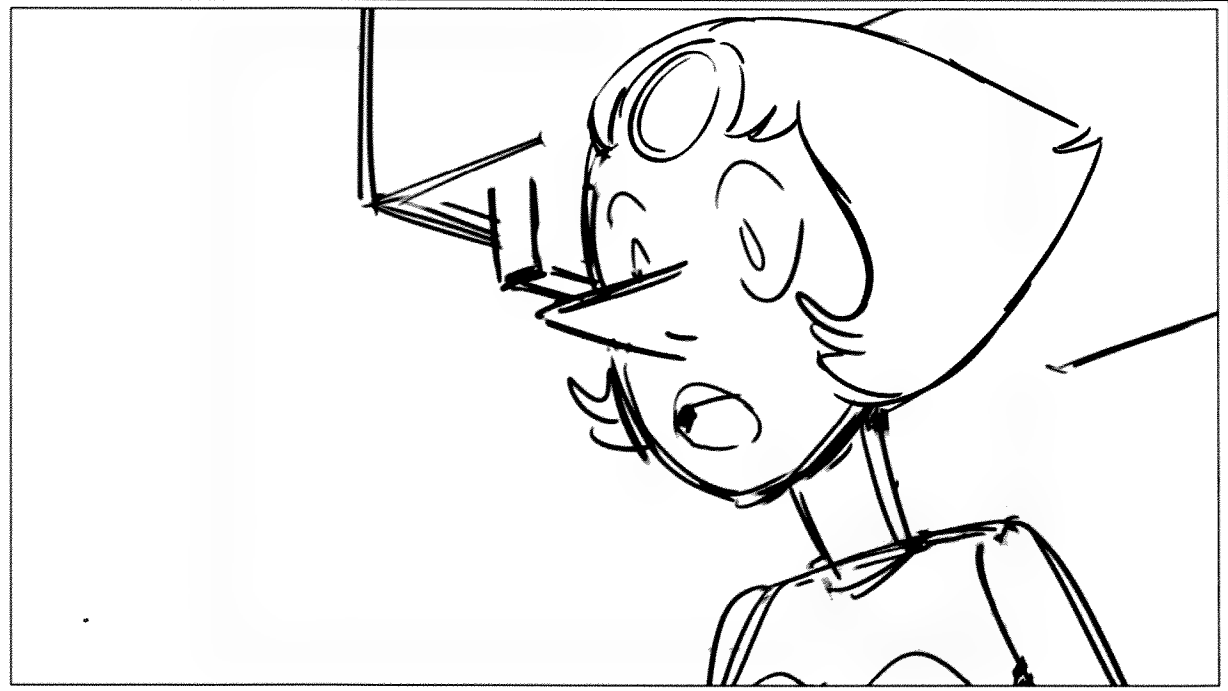
Slugging
Panels 7 + 8 = 2.14

Scene	Panel
	8 <i>cont</i>
	8



MAY 20 2025

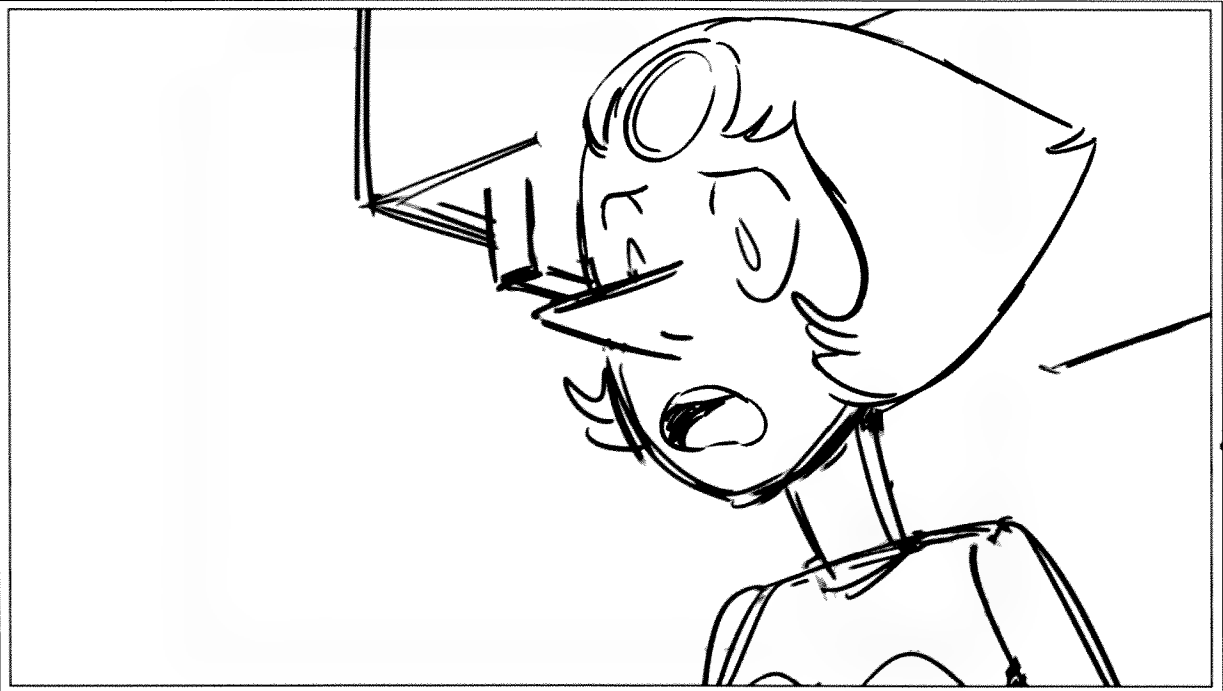
Scene	Panel
9	1



Dialog
PEARL: IF YOU SEE IT, BRING IT TO ME

Slugging
Panels 1 + 2 = 3.10

Scene	Panel
9	2



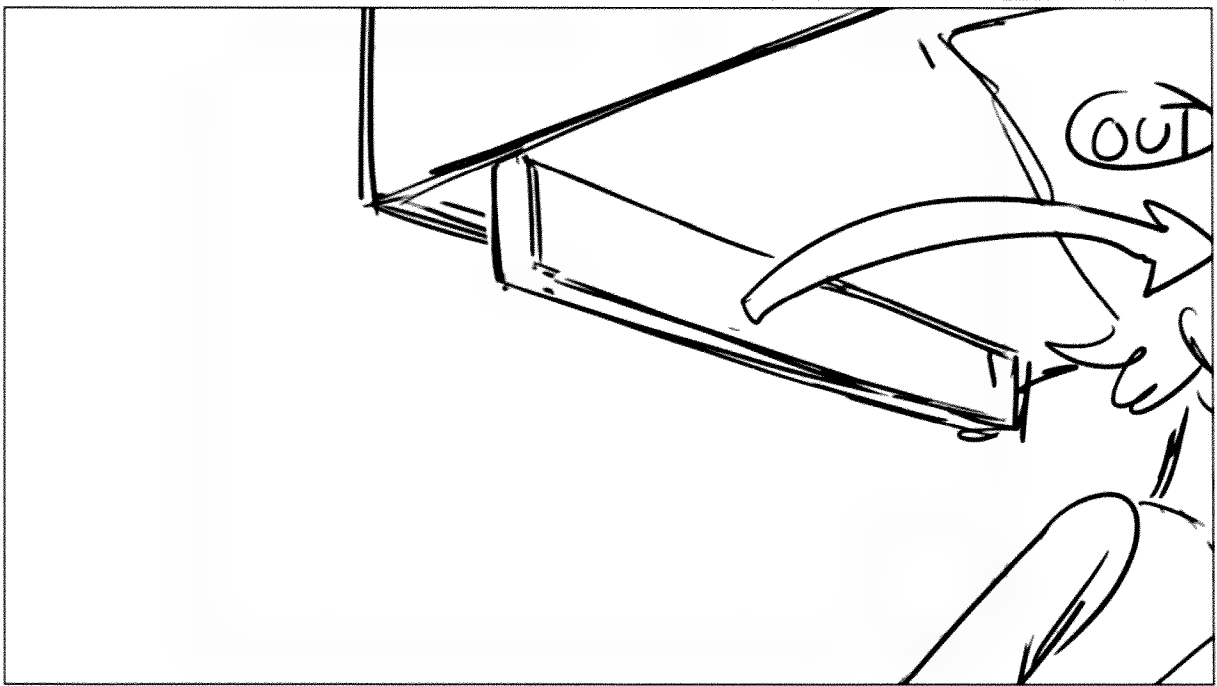
Dialog
PEARL: RIGHT AWAY.

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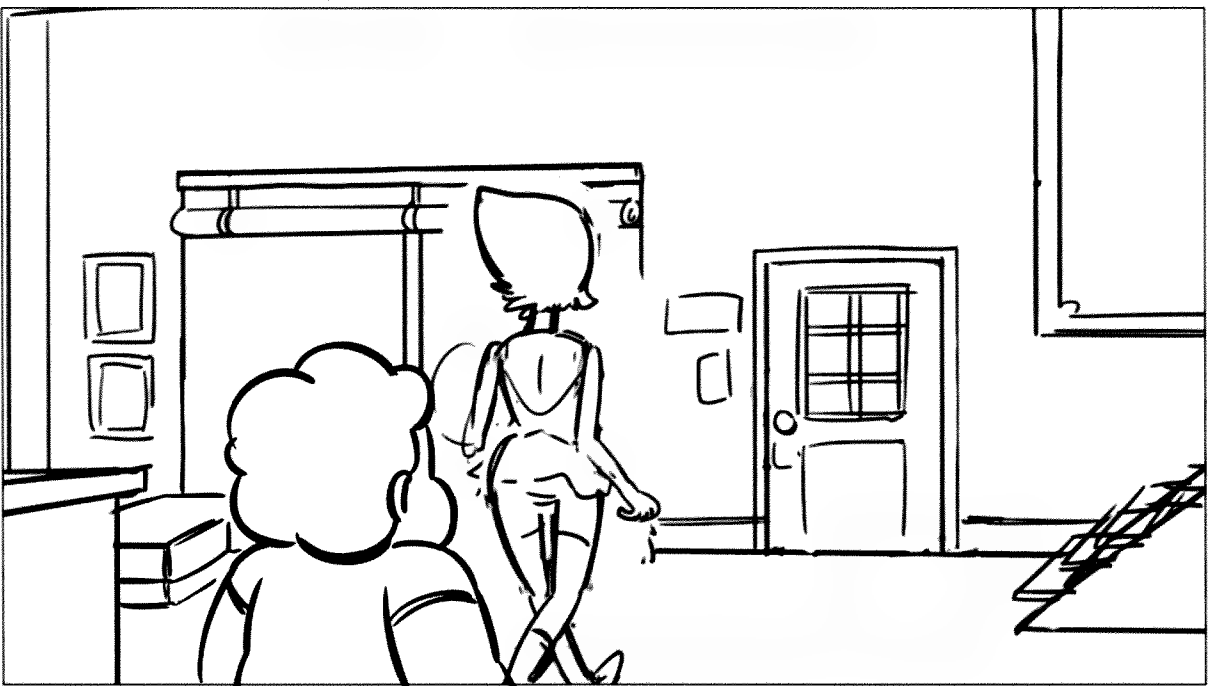
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Scene	Panel
9	3



Slugging
0.07

Scene	Panel
10	1



Dialog
PEARL: I'M GOING TO...

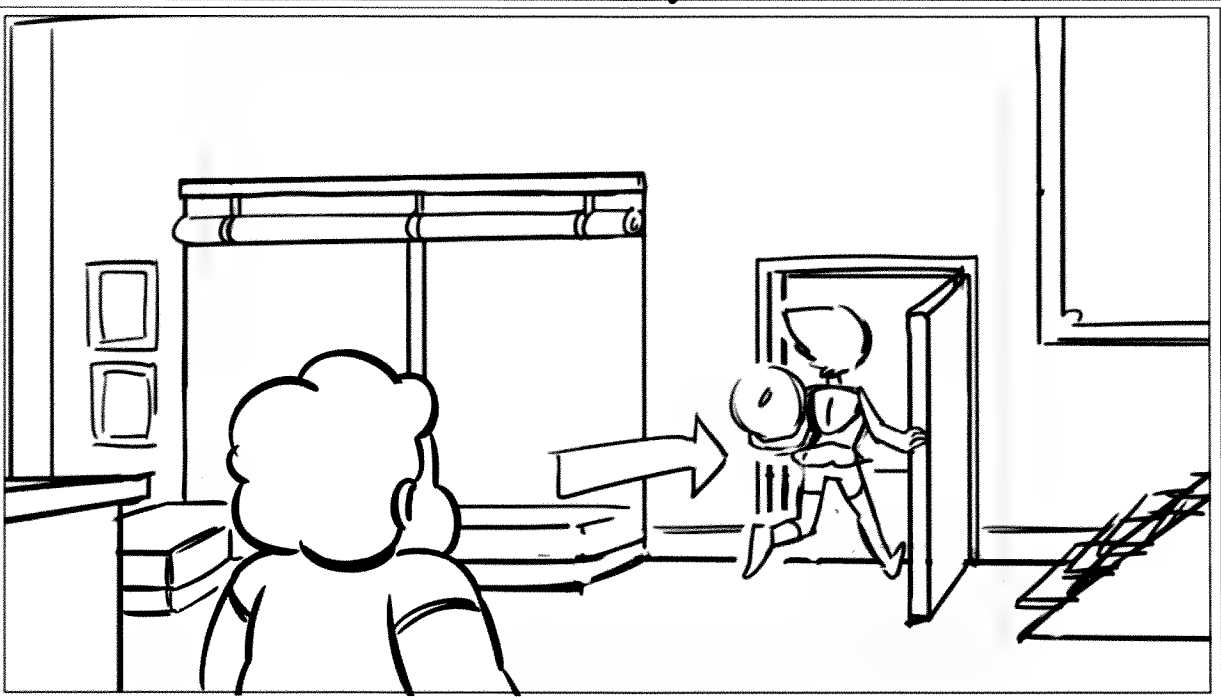
Slugging
1.03

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Scene	Panel
10	2



Dialog

PEARL: CHECK IN TOWN.

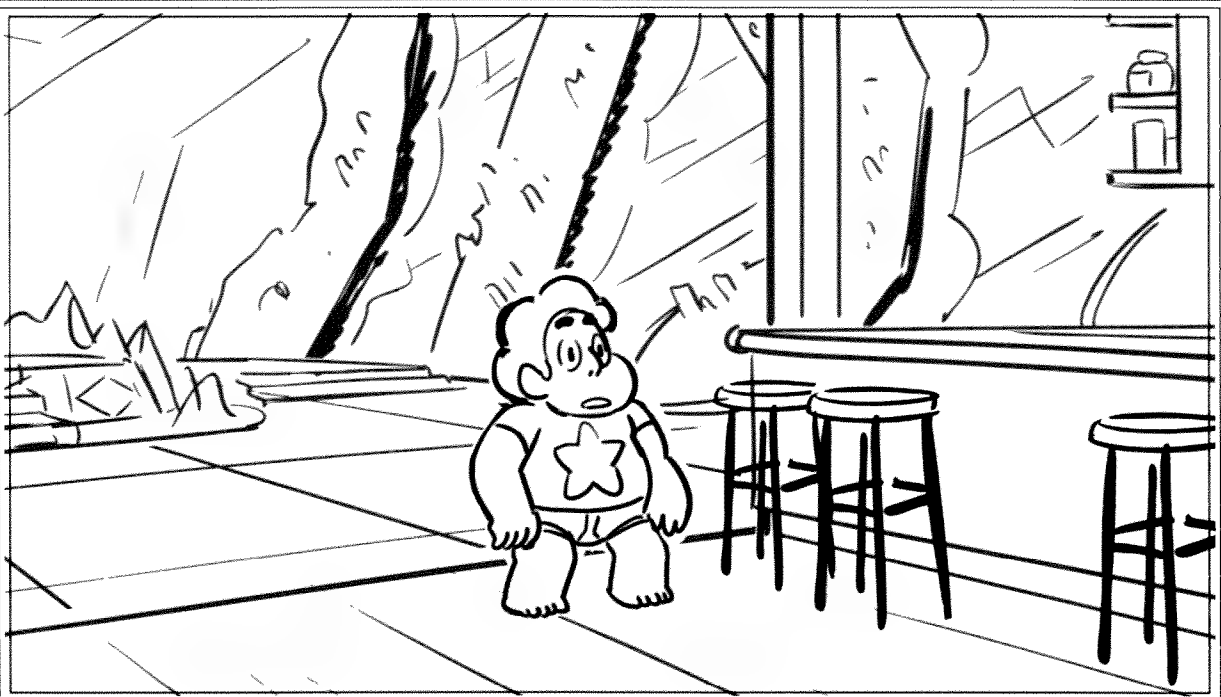
Action Notes

PEARL opens front door and steps out.

Slugging

2.06

Scene	Panel
11	1



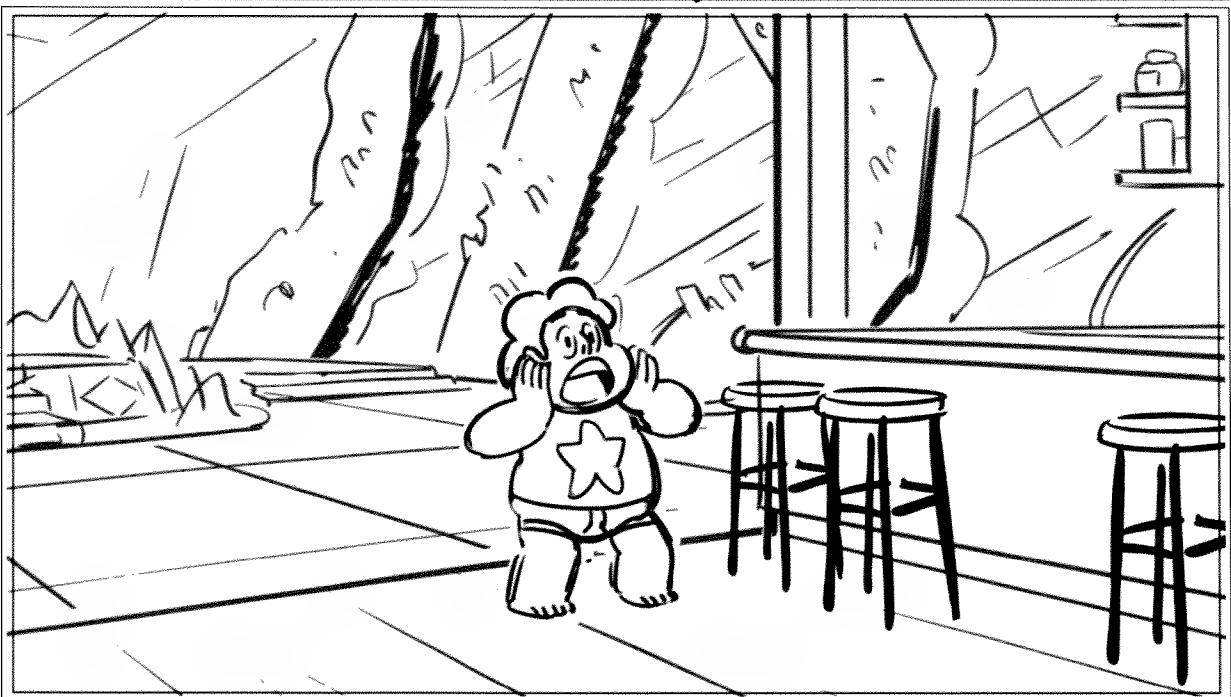
Slugging

1.13

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Scene	Panel
11	CONT
	2



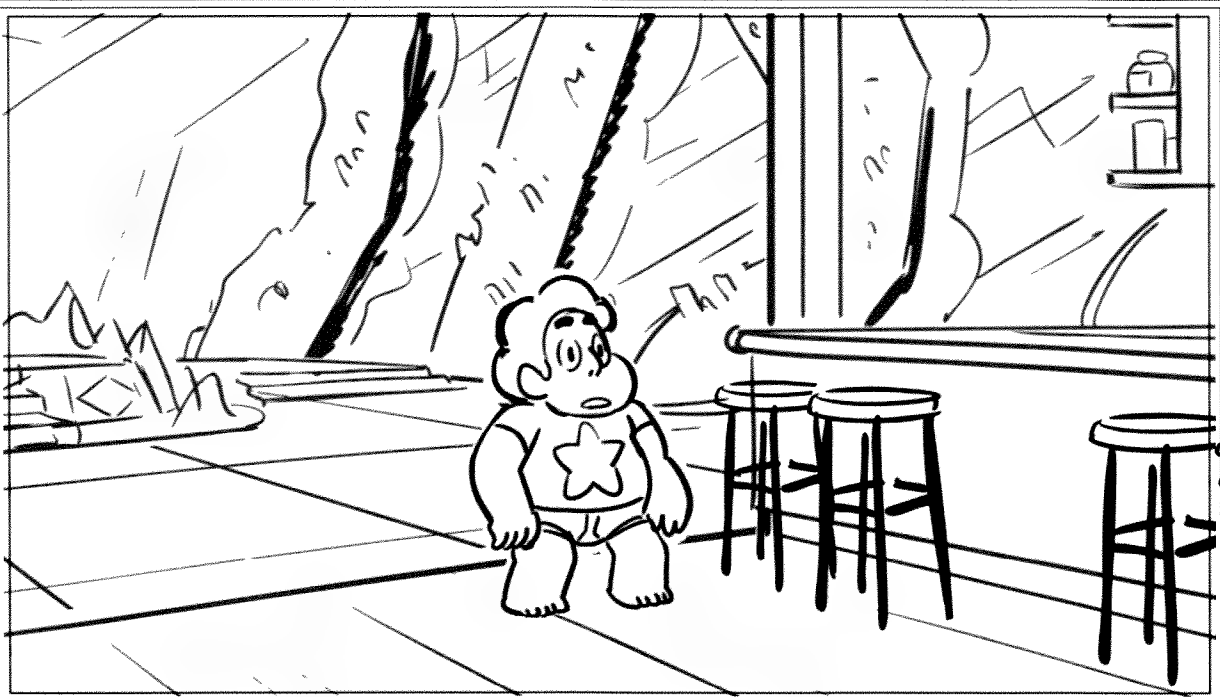
Dialog

STEVEN: FOR MY PANTS?

Slugging

2.10

Scene	Panel
11	CONT
	3



Slugging

1.08

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Scene	Panel
12	1



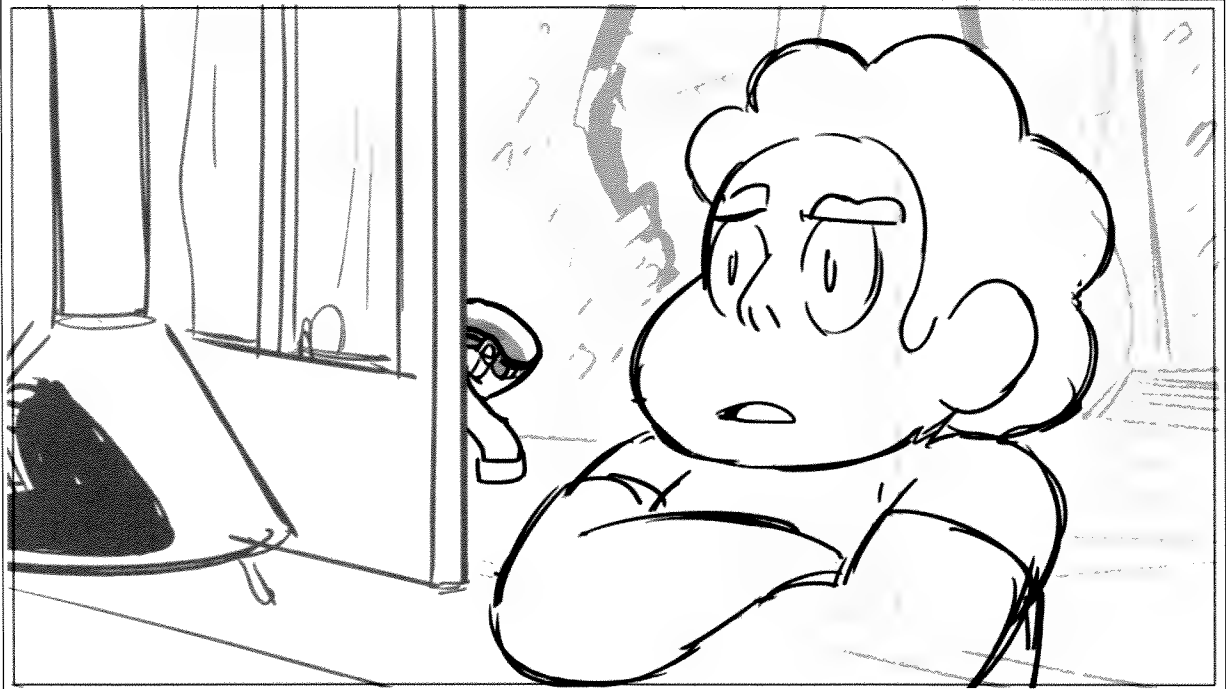
Dialog

STEVEN: I GUESS I'LL KEEP LOOKING HERE.

Slugging

Panels 1 + 2 = 3.03

Scene	Panel
12	2



Dialog

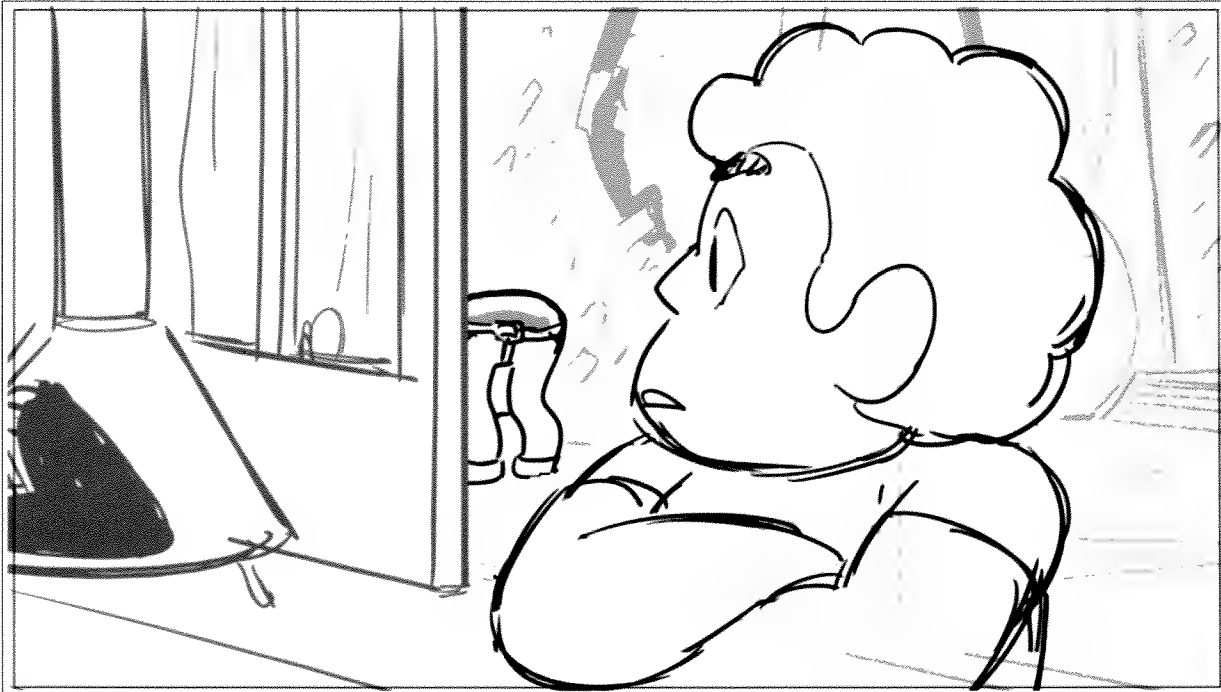
STEVEN: I GUESS I'LL KEEP LOOKING HERE.

Action Notes

STEVEN'S pants peek around the corner.

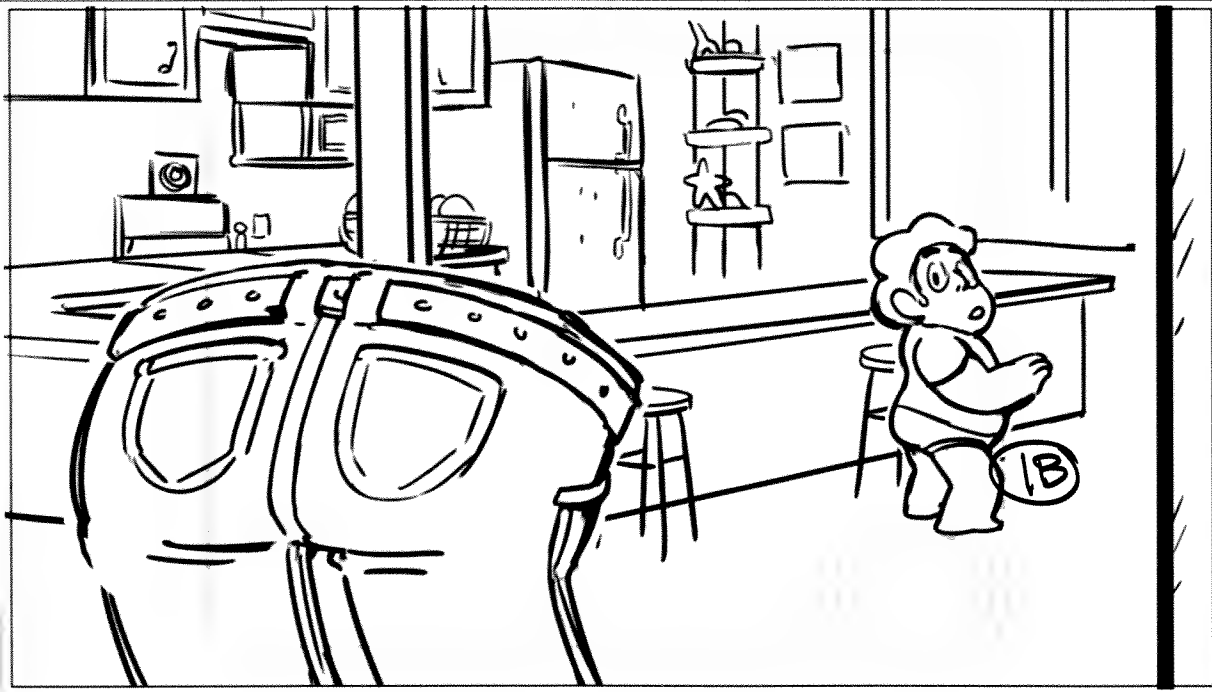
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Scene	Panel
12	<i>CONT</i>
3	



Slugging
1.04

Scene	Panel
13	
1	



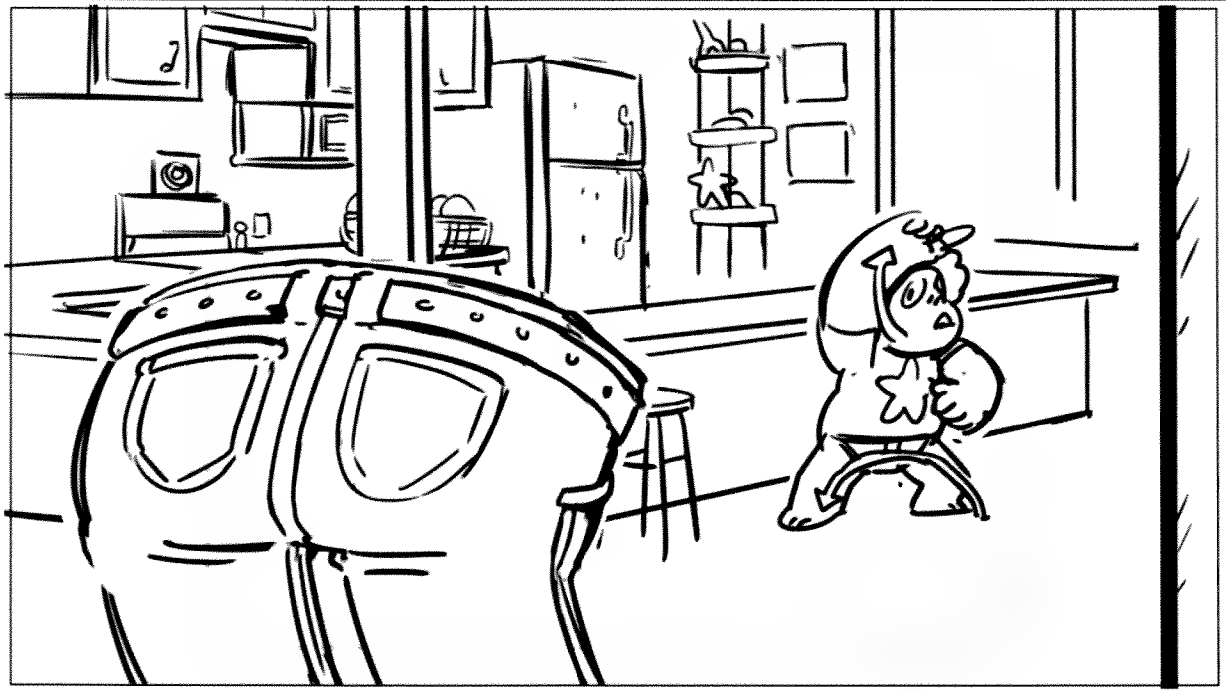
Slugging
1.06

MAY 2 2012

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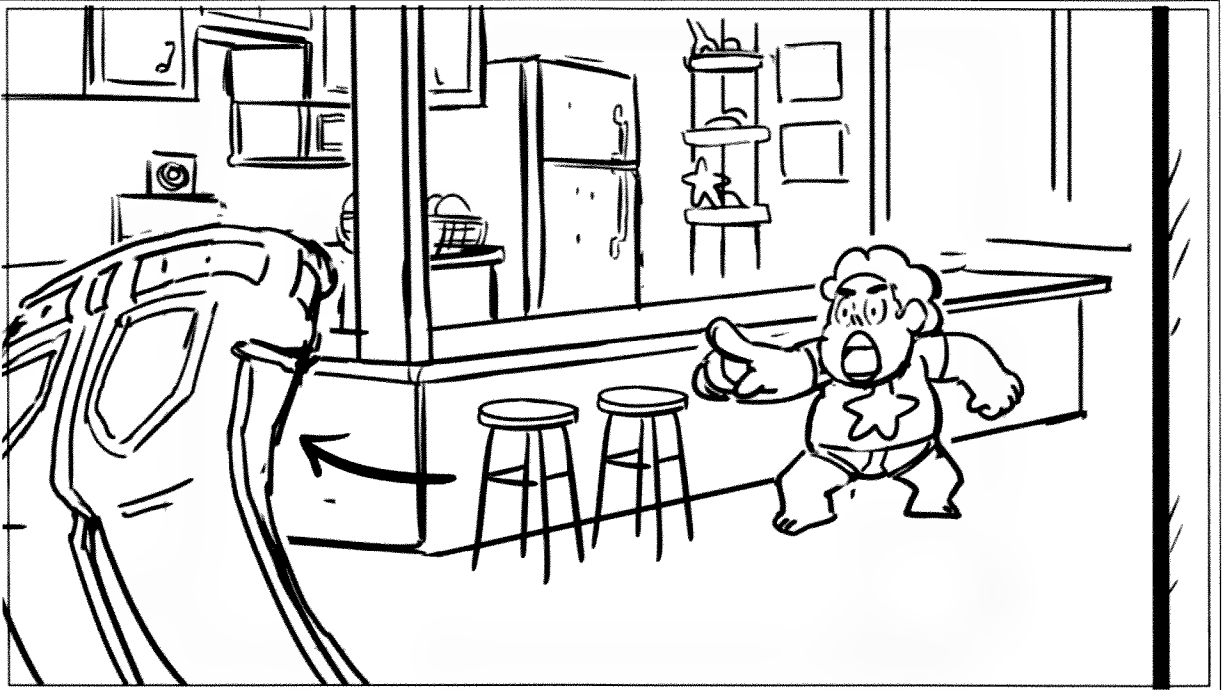
1020-008

Scene	Panel
13	<i>cont</i> 2



Slugging
0.04

Scene	Panel
13	<i>cont</i> 3



Slugging
2.10

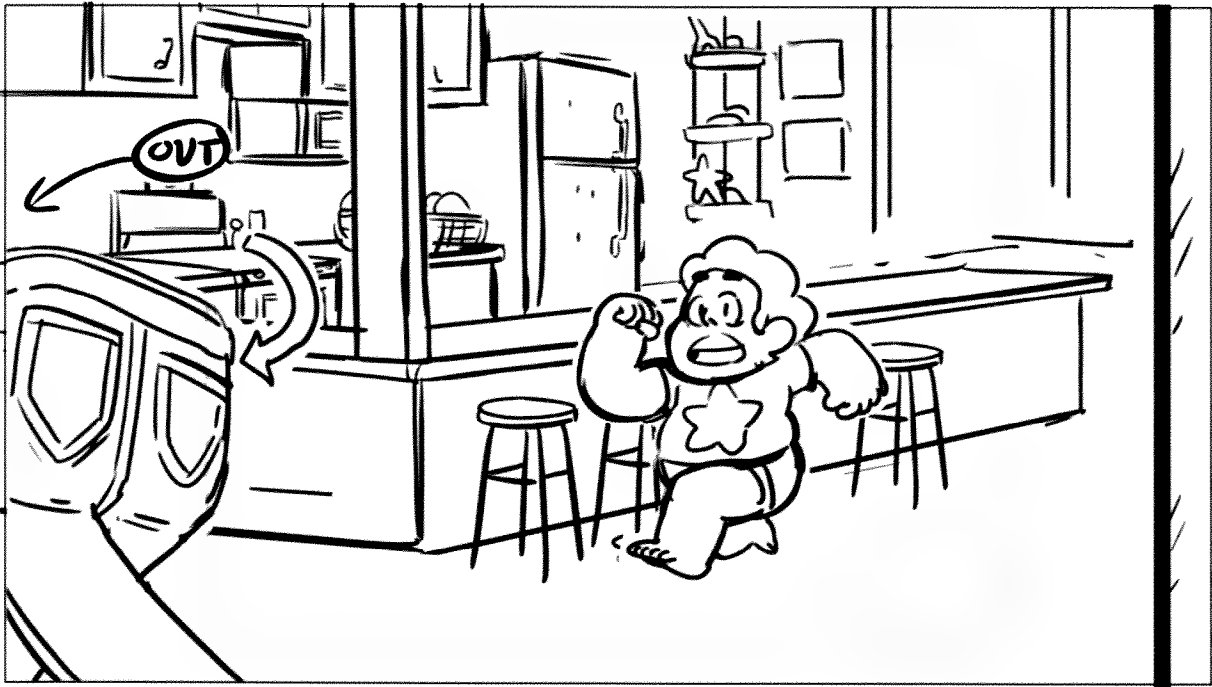
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Scene 13 Panel 4



Dialog
STEVEN: THAT'S UNUSUAL!!

Action Notes
STEVEN runs after PANTS - OUT

Slugging
0.15

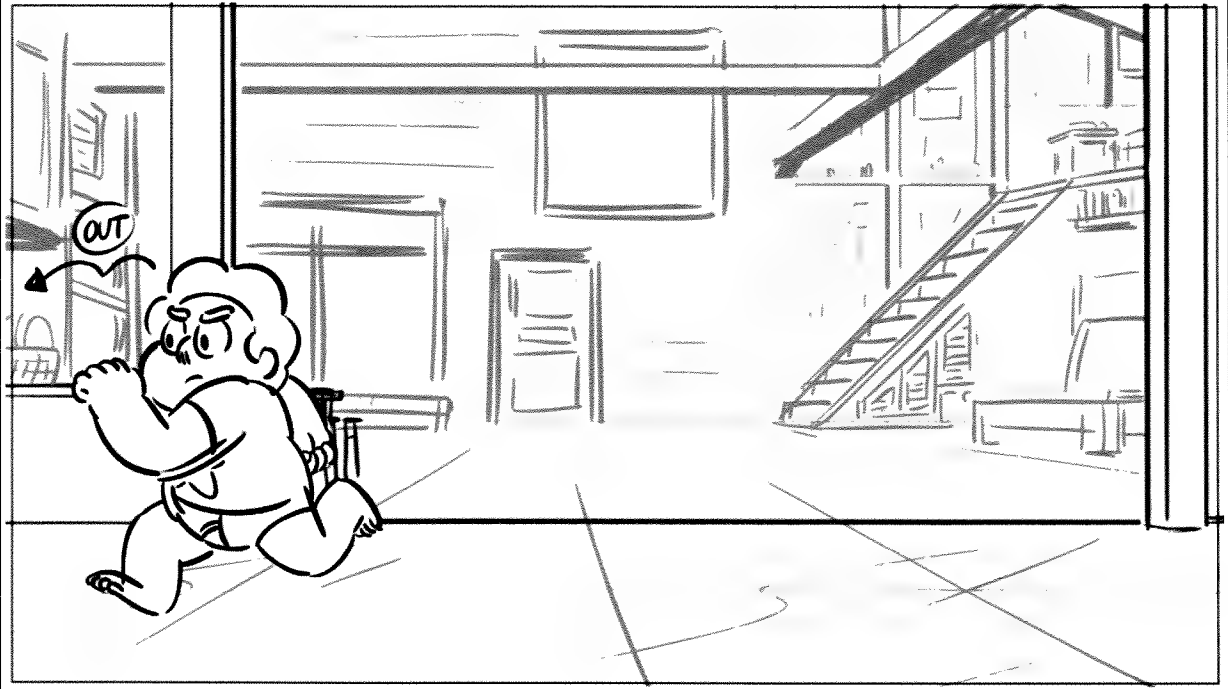
Scene 13 Panel 5



Slugging
0.10

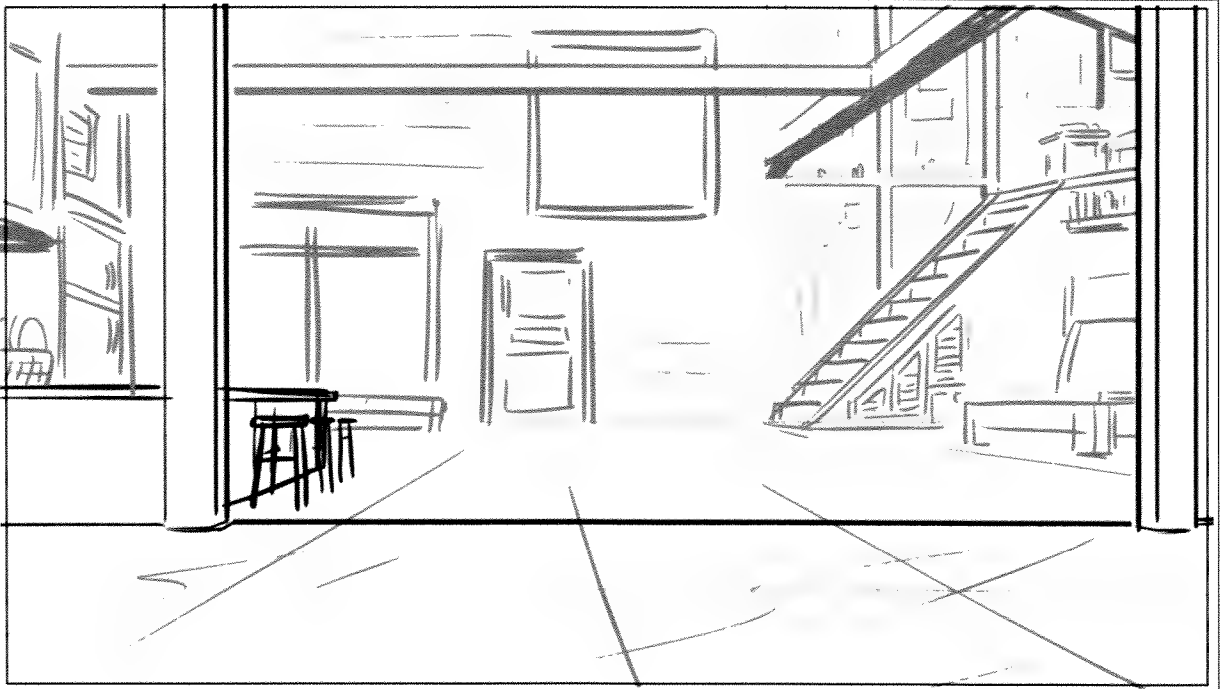
MAY 20 2013

Scene	Panel
14	1



Slugging
Panels 1 + 2 = 1.00

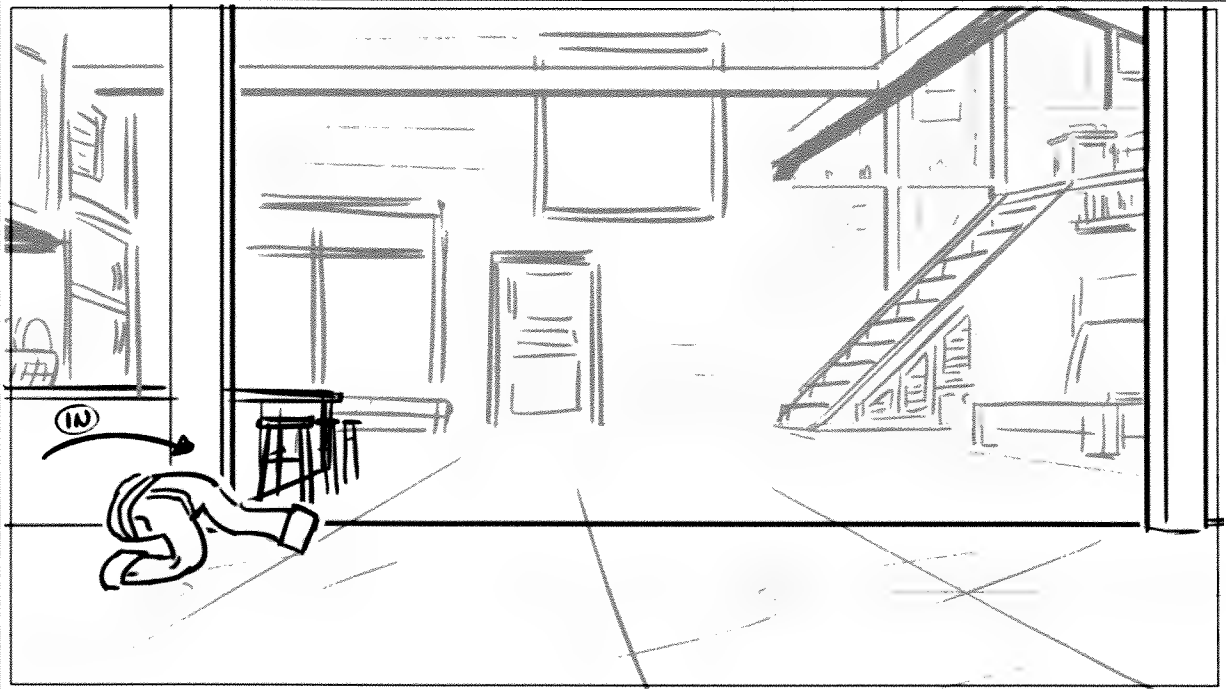
Scene	Panel
14	<i>CONT</i> 2



Dialog
STEVEN: C'MON, WE USED TO BE FRIENDS!

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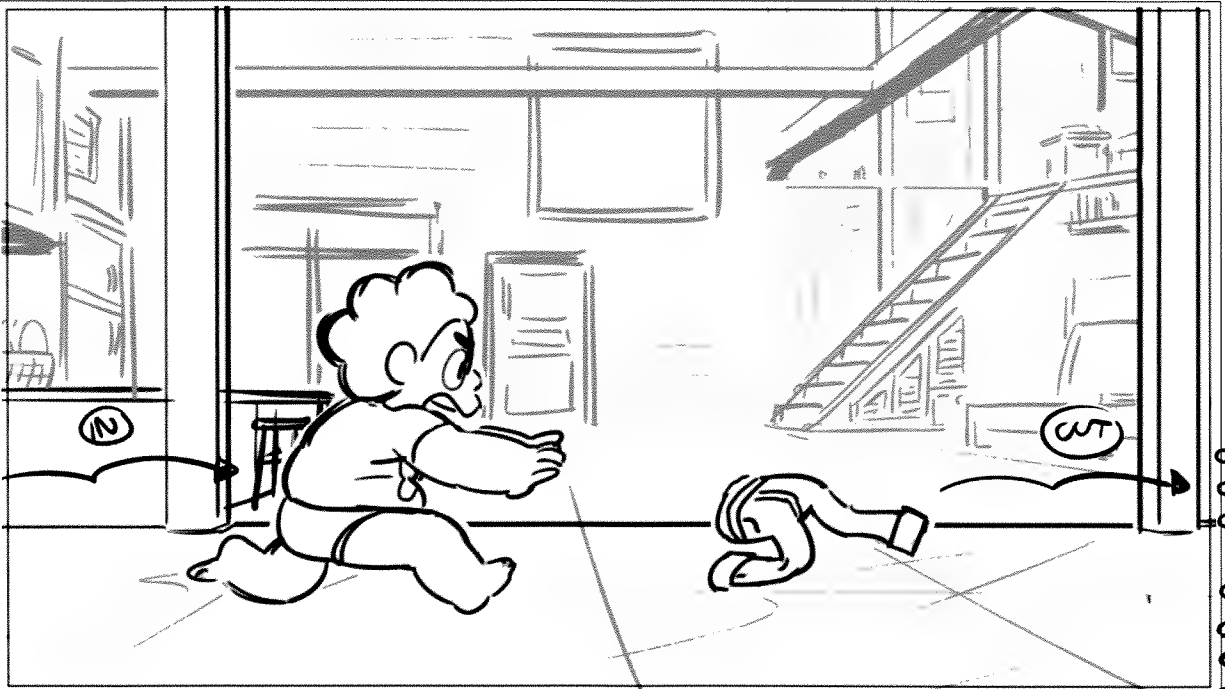
Scene 14 Panel 3
CONT



Dialog
STEVEN: C'MON, WE USED TO BE FRIENDS!

Slugging
Panels 3 to 5 = 3.09

Scene 14 Panel 4
CONT



Dialog
STEVEN: C'MON, WE USED TO BE FRIENDS!

MAY 20 2013

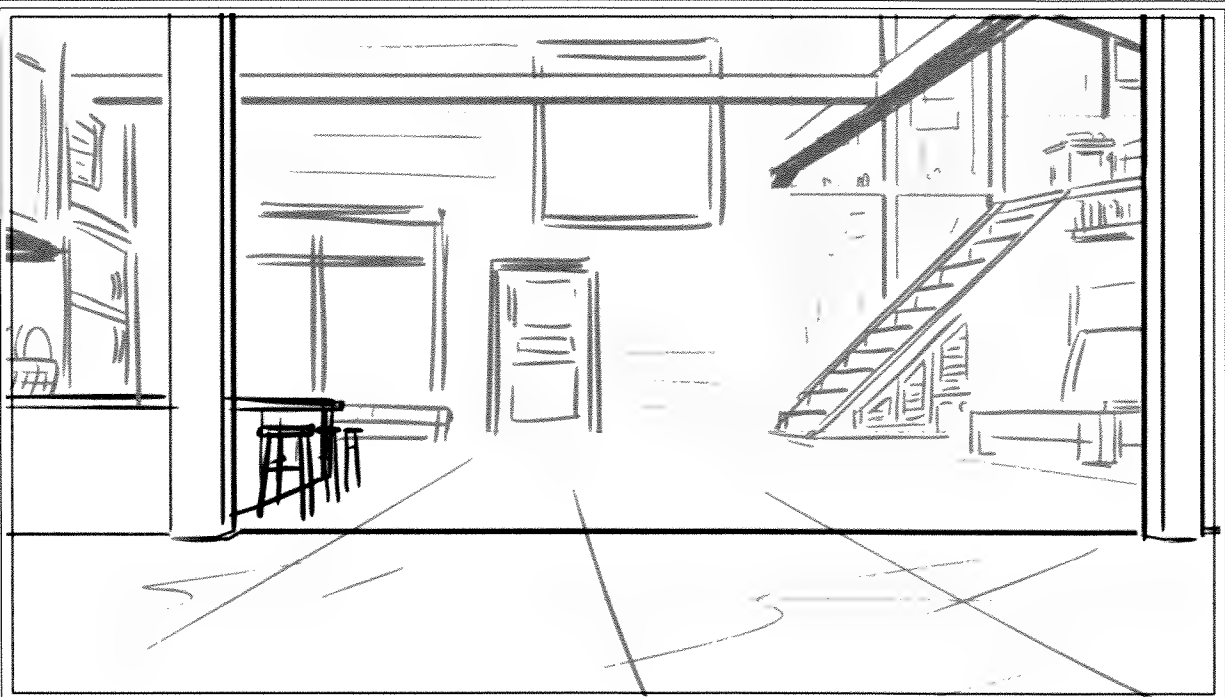
Scene	Panel
14	CONT
	5



Dialog

STEVEN: C'MON, WE USED TO BE FRIENDS!

Scene	Panel
14	CONT
	6

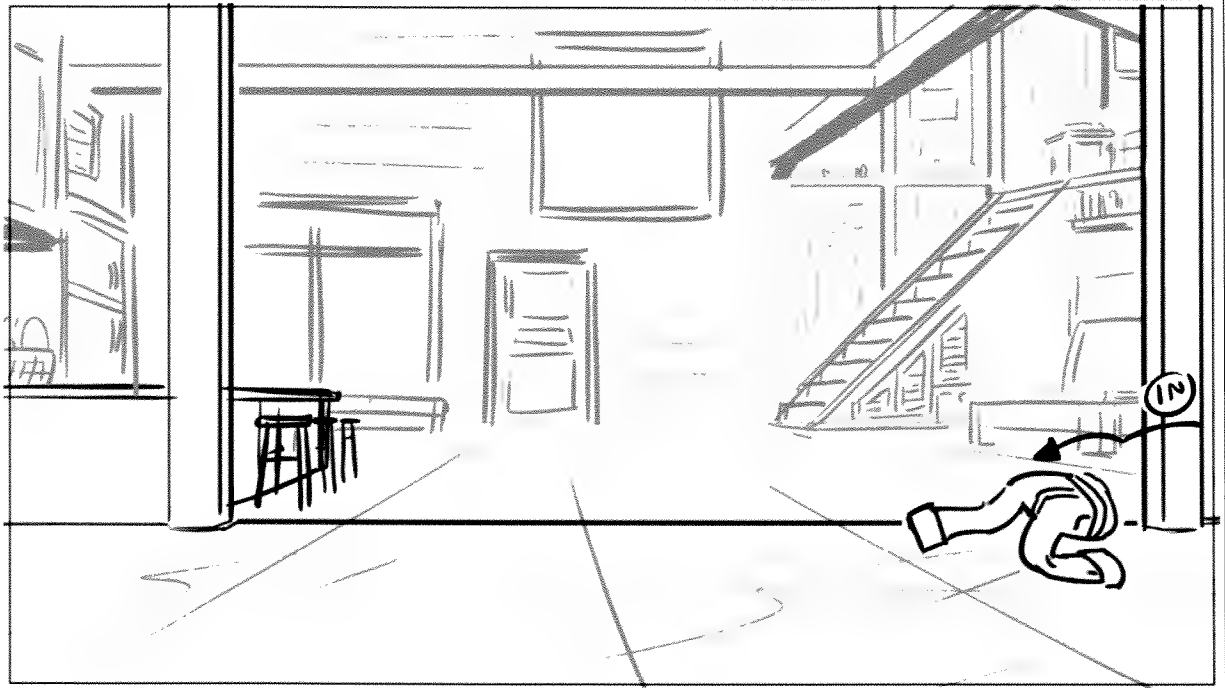


Slugging

1.00

MAY 20 201.

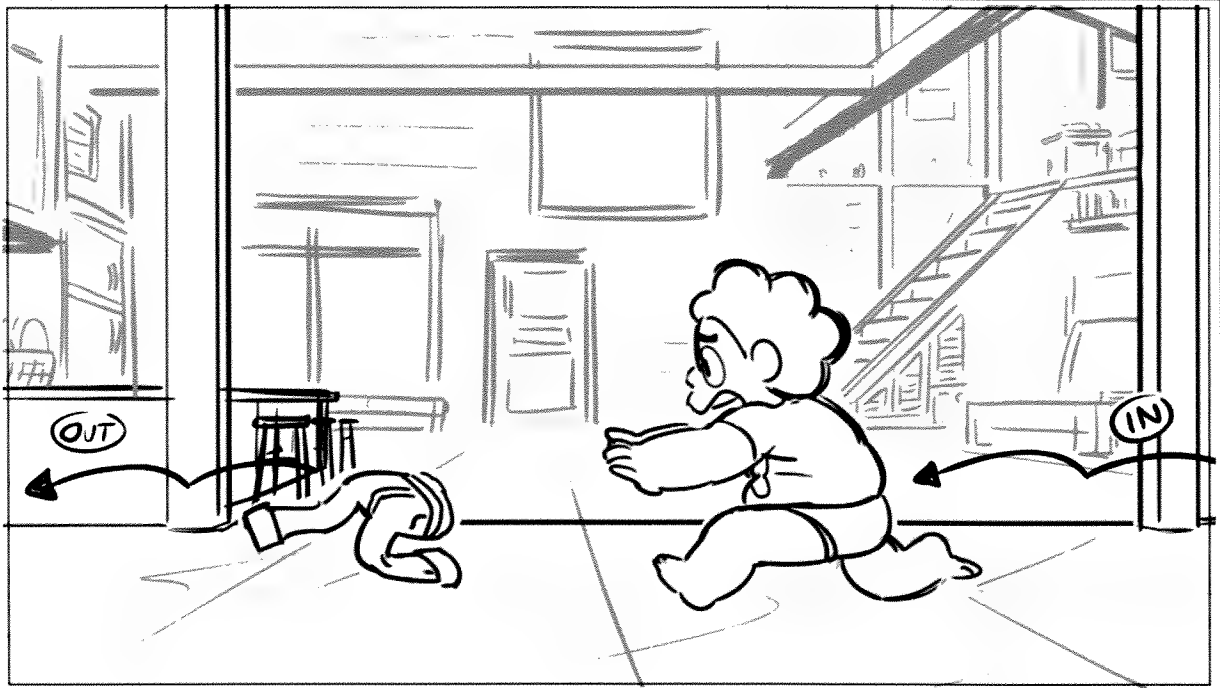
Scene	Panel
14	<i>CONT</i> 7



Dialog
STEVEN: WE USED TO GO EVERYWHERE TOGETHER!

Slugging
Panels 7 to 9 = 3.05

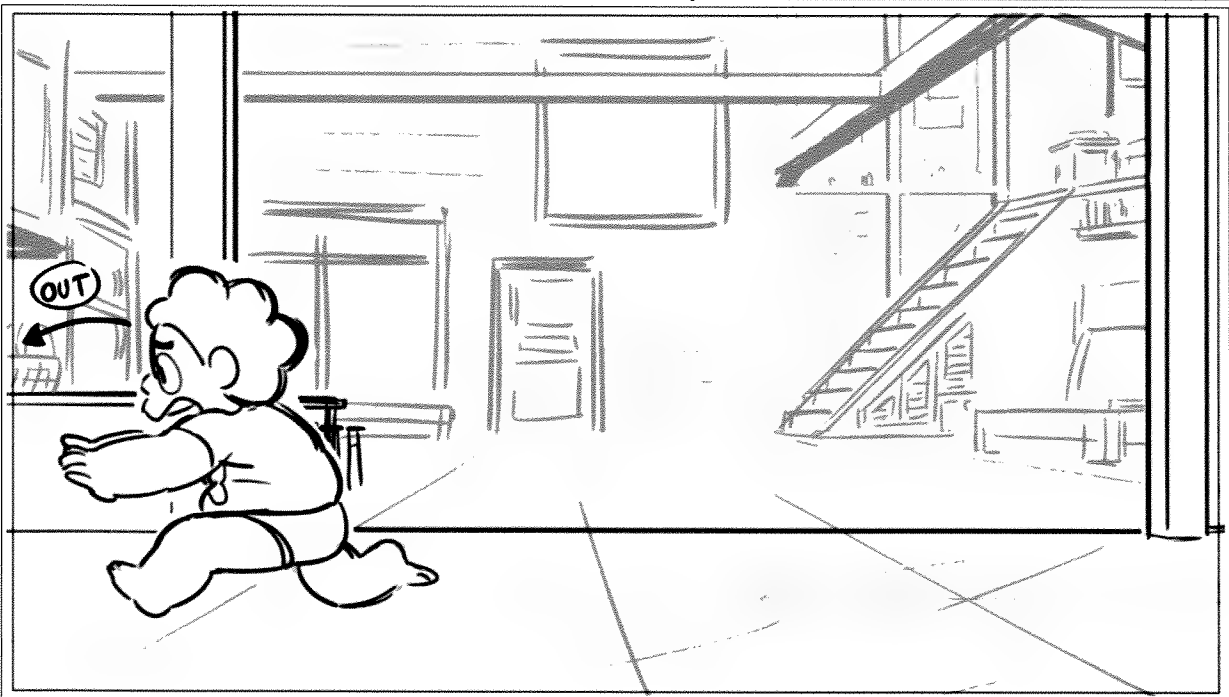
Scene	Panel
14	<i>CONT</i> 8



Dialog
STEVEN: WE USED TO GO EVERYWHERE TOGETHER!

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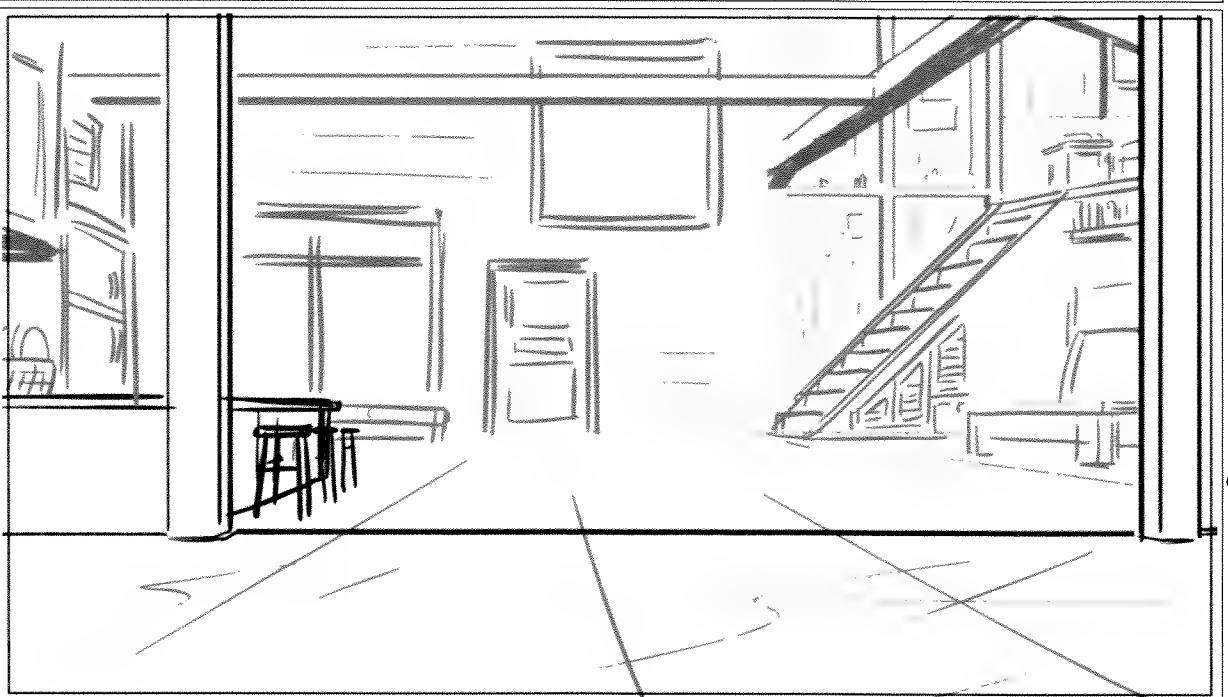
Scene	Panel
14	CONT
	9



Dialog

STEVEN: WE USED TO GO EVERYWHERE TOGETHER!

Scene	Panel
14	CONT
	10

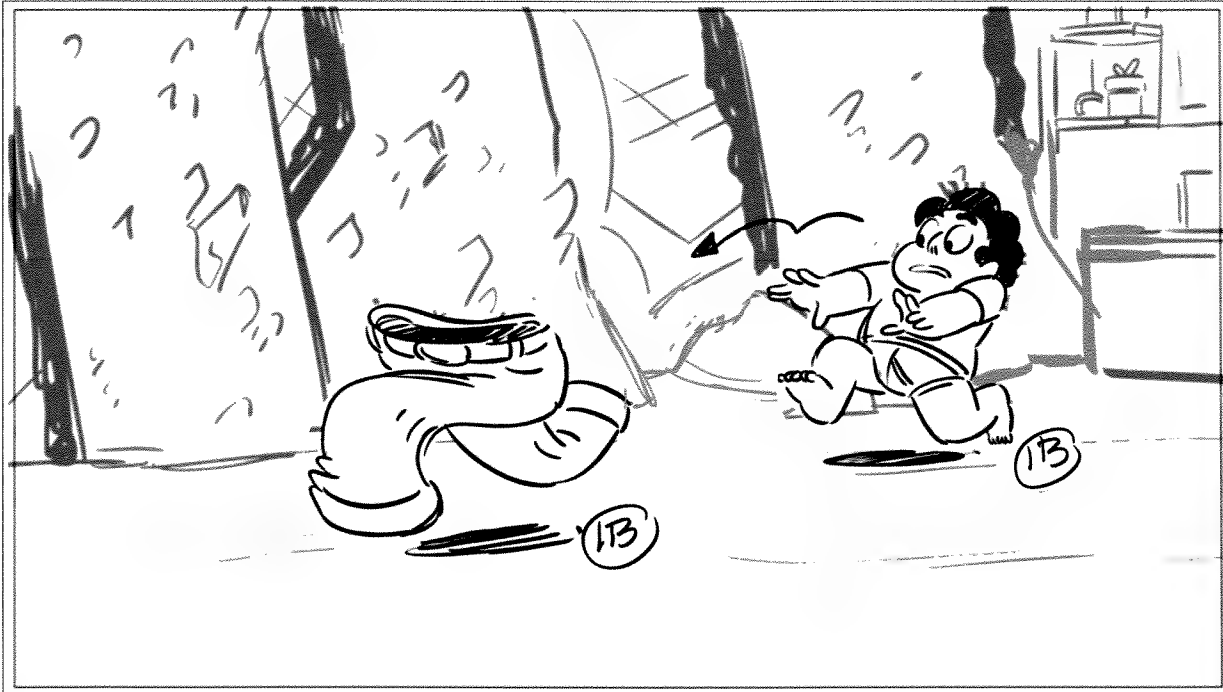


Slugging

1.00

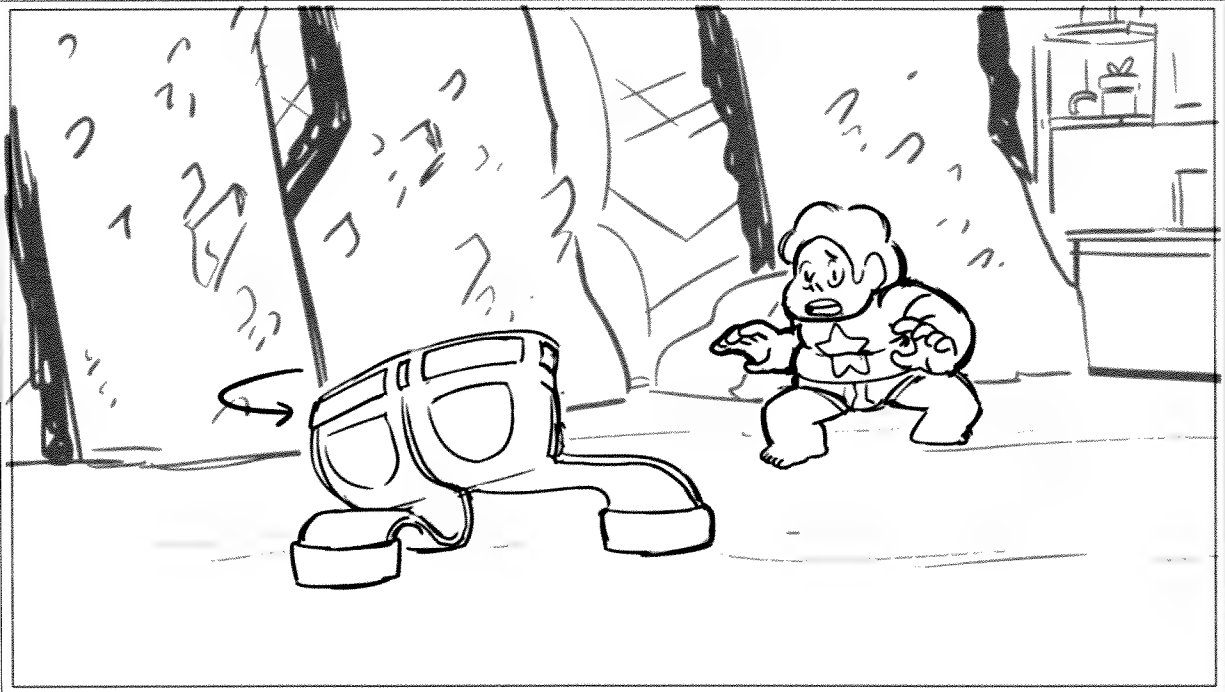
MAY 20 2013

Scene	Panel
15	1



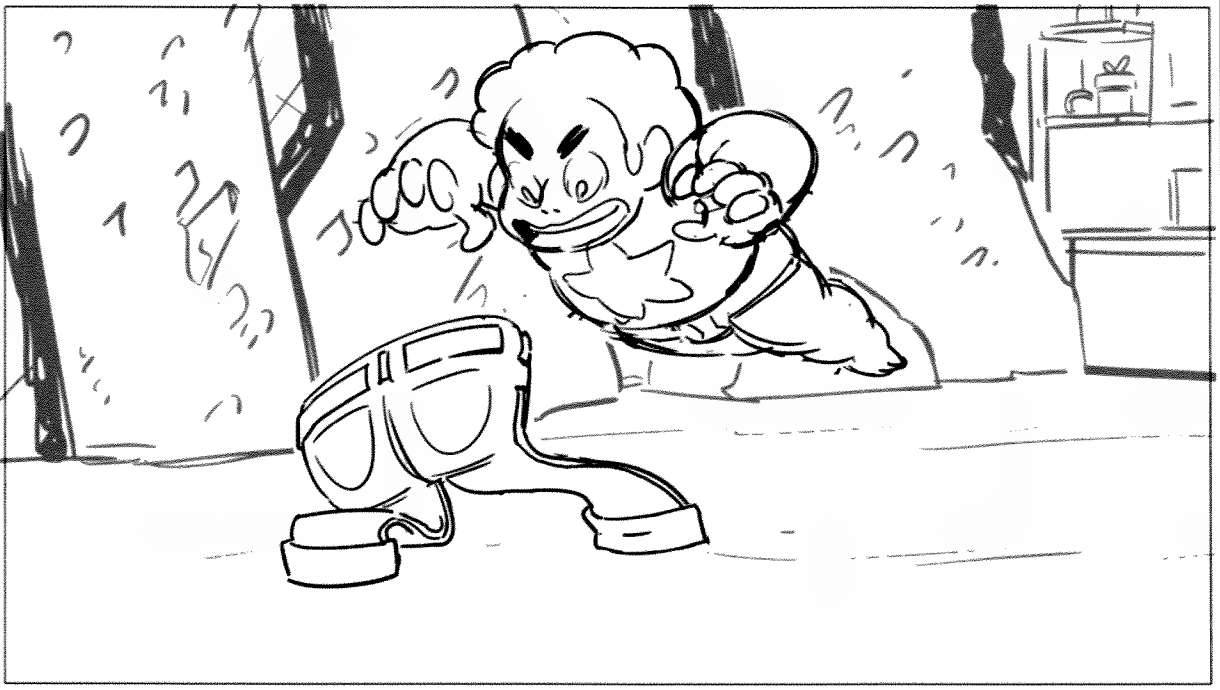
Slugging
Panels 1 + 2 = 1.02

Scene	Panel
15	2



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Scene	Panel
15	<i>cont</i> 3



Dialog

STEVEN: <POUNCING> HA!

Slugging

0.06

Scene	Panel
15	<i>cont</i> 4



Dialog

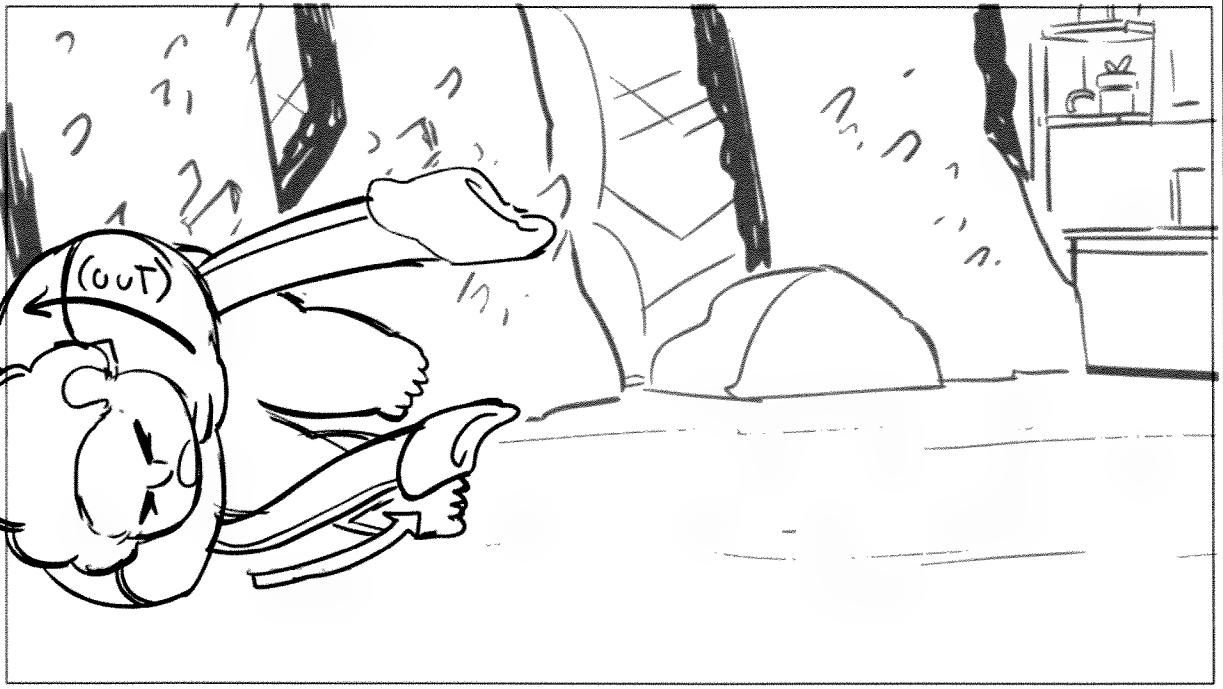
STEVEN: <LANDING> MNF!

Slugging

0.15

MAY 2 2013

Scene	Panel
15	5



Dialog

STEVEN: <ROLLING> WHOA!

Slugging

0.11

Scene	Panel
16	1

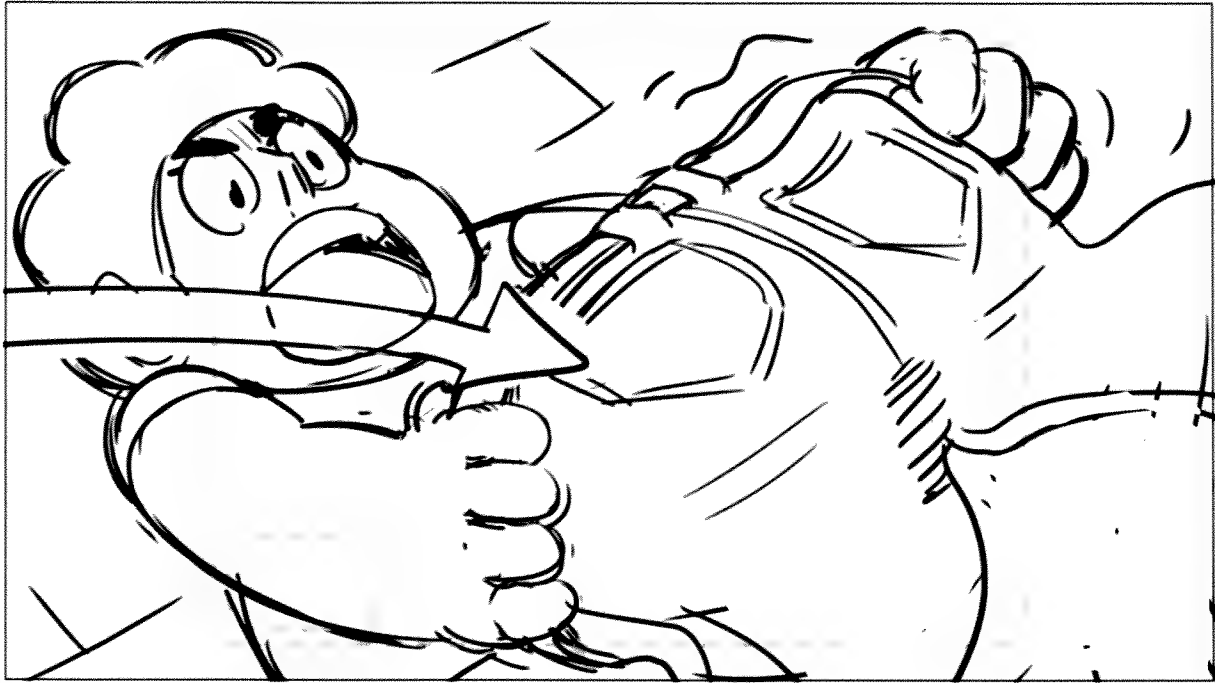


Slugging

0.13

MAY 20 2013

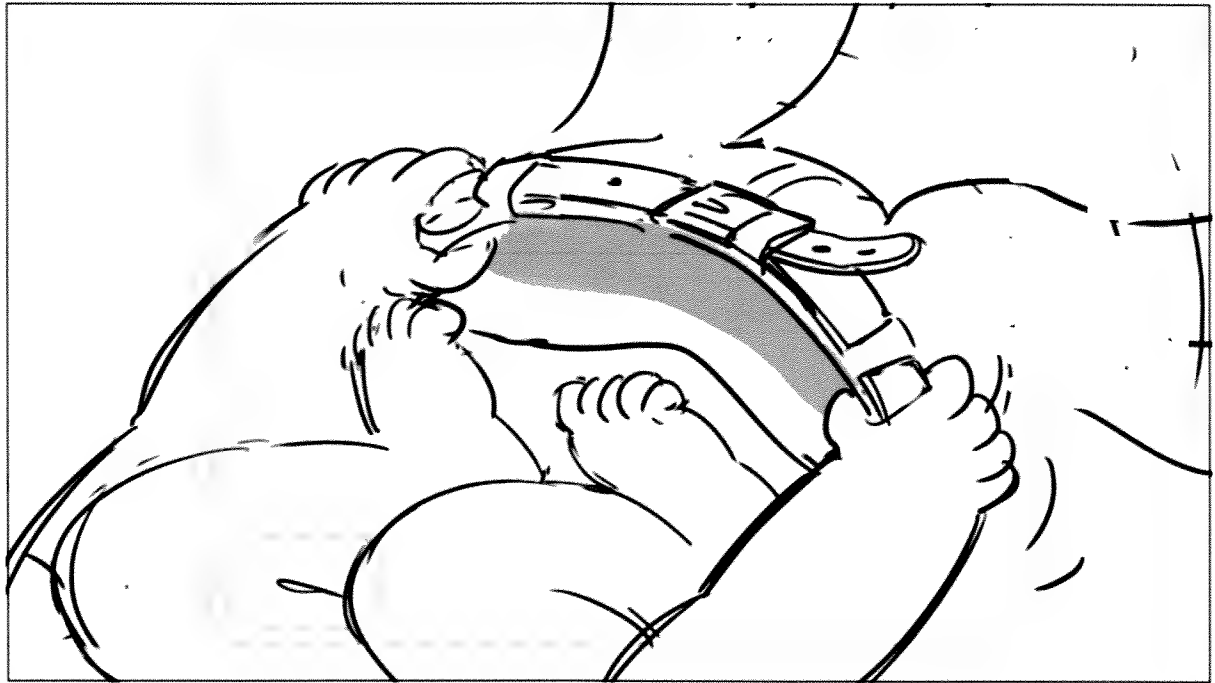
Scene	Panel
	16 <i>cont</i> 2



Dialog
STEVEN: GOT YOU NOW, PANTS!

Slugging
2.06

Scene	Panel
	17 1



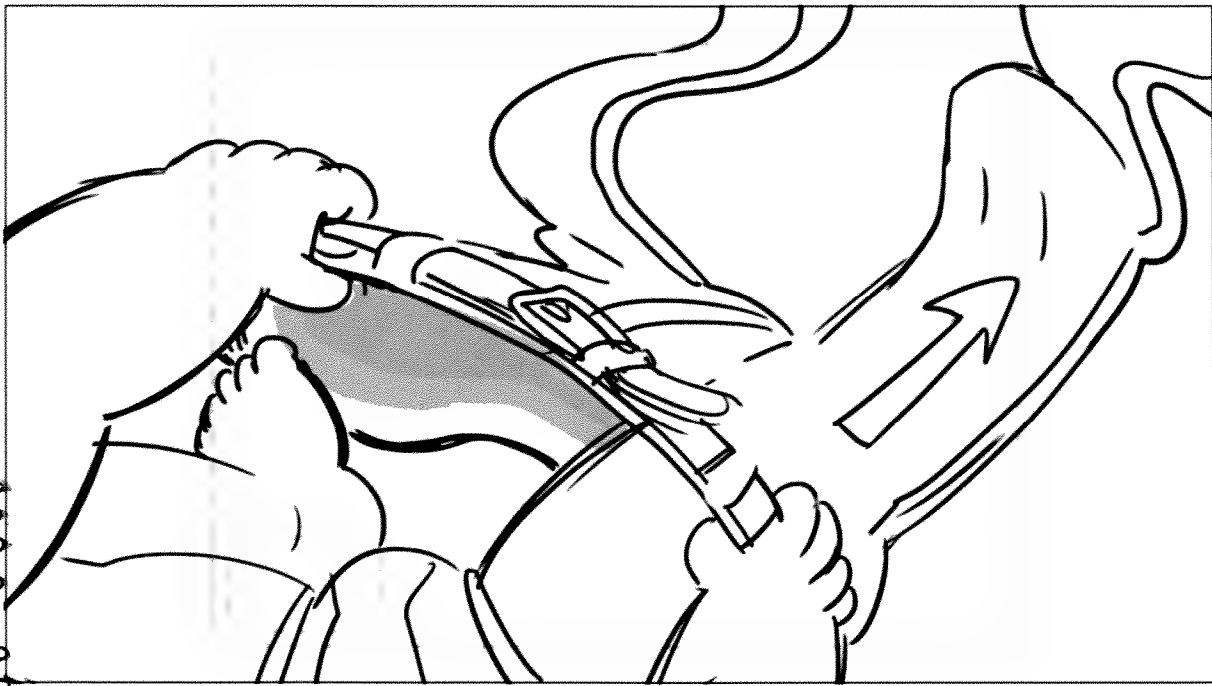
Slugging
0.05

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1020-008

1020-008

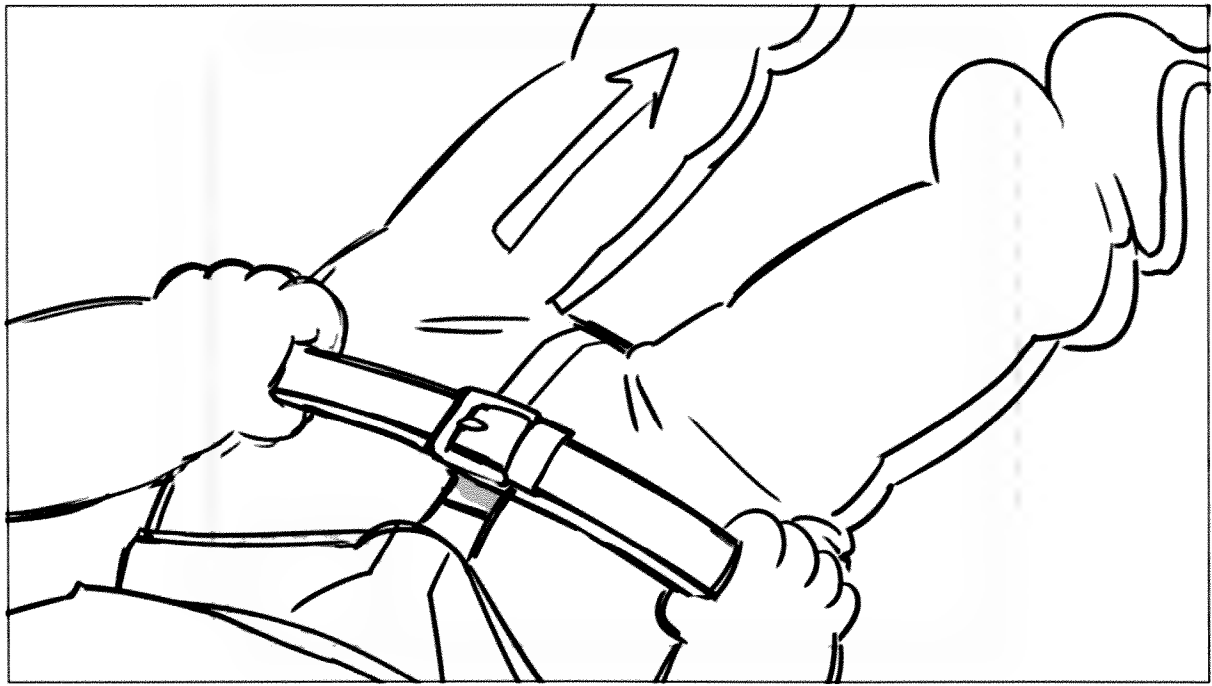
Scene	Panel
17	<i>CONT</i>
	2



Dialog
STEVEN: HA!

Slugging
0.13

Scene	Panel
17	<i>CONT</i>
	3

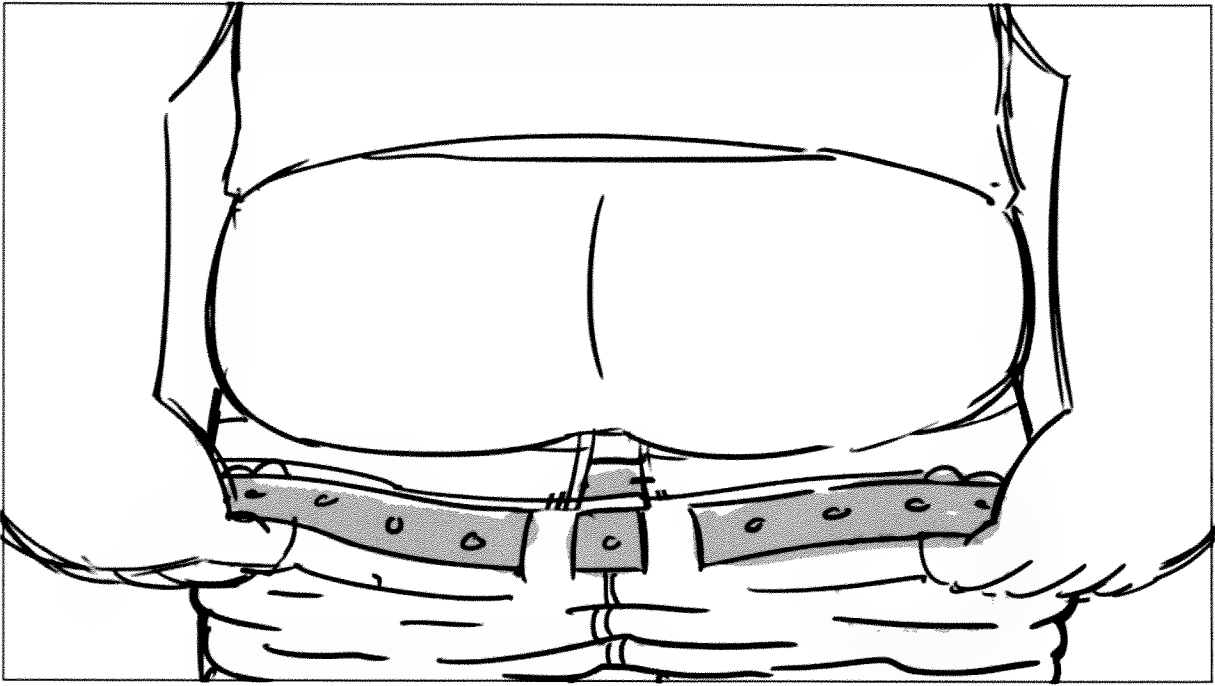


Dialog
STEVEN: HOO!

Slugging
1.04

MAY 20 2013

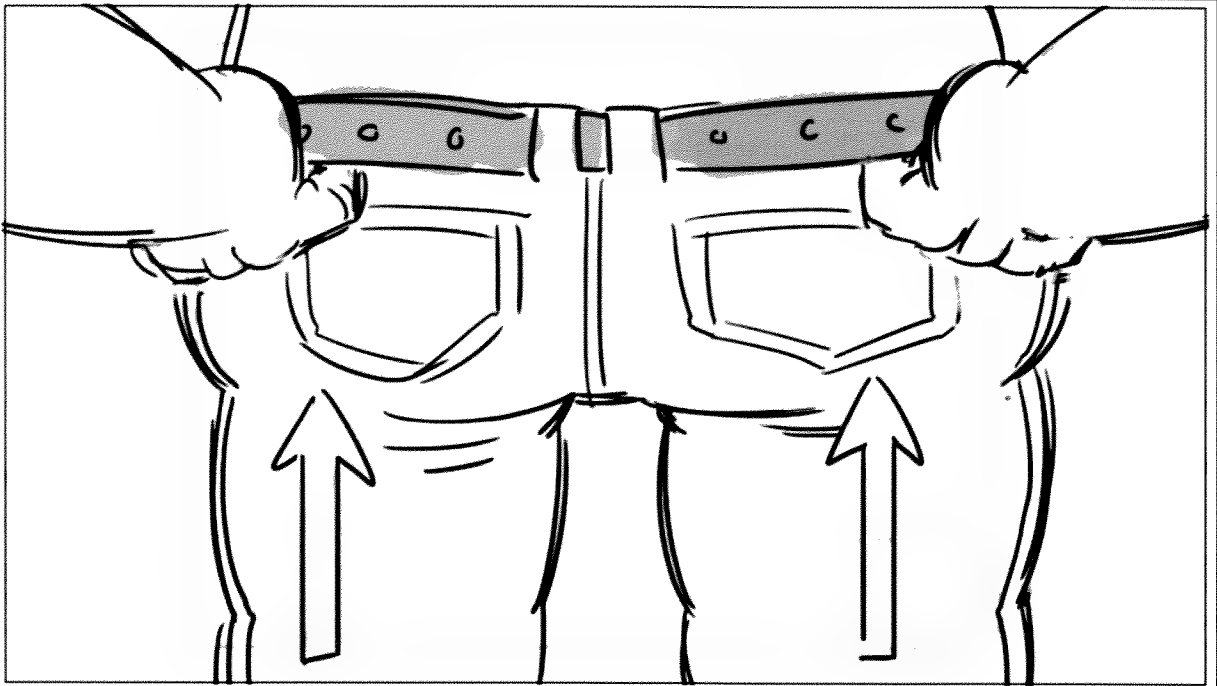
Scene	Panel
18	1



Dialog
STEVEN: HIII

Slugging
0.14

Scene	Panel
18	2

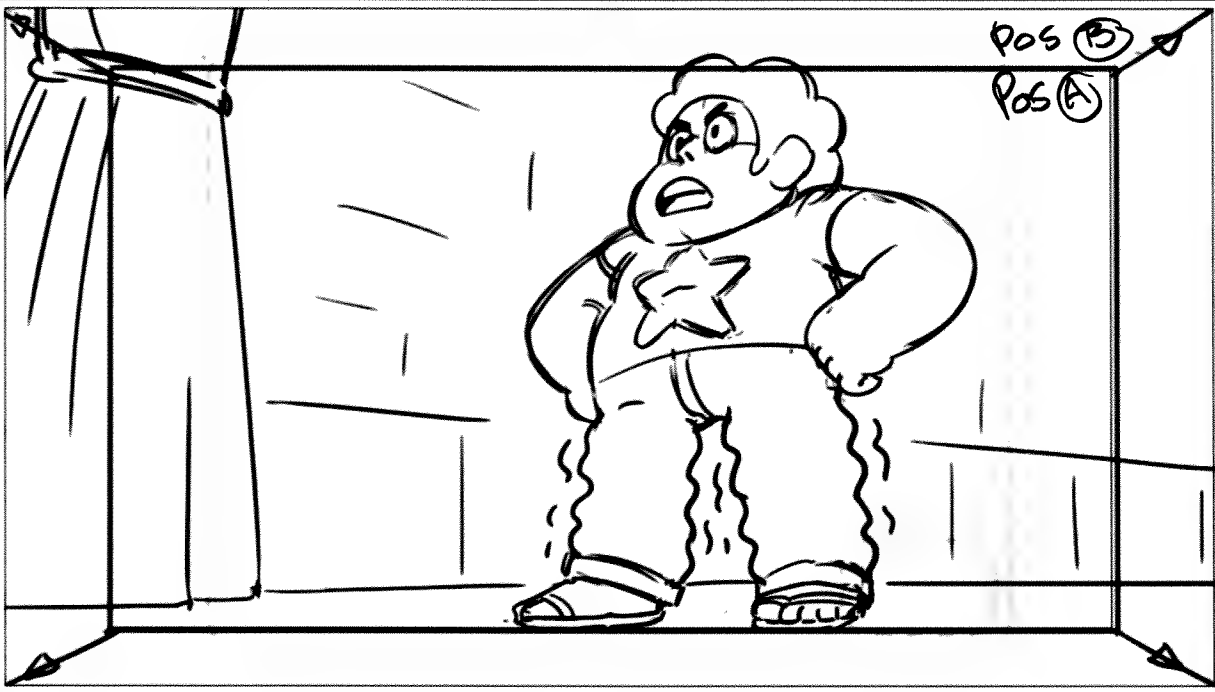


Dialog
STEVEN: -YAH!!

Slugging
1.00

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Scene	Panel
19	1



Dialog

STEVEN: I WEAR THE PANTS IN THIS RELATIONSHIP!

Action Notes

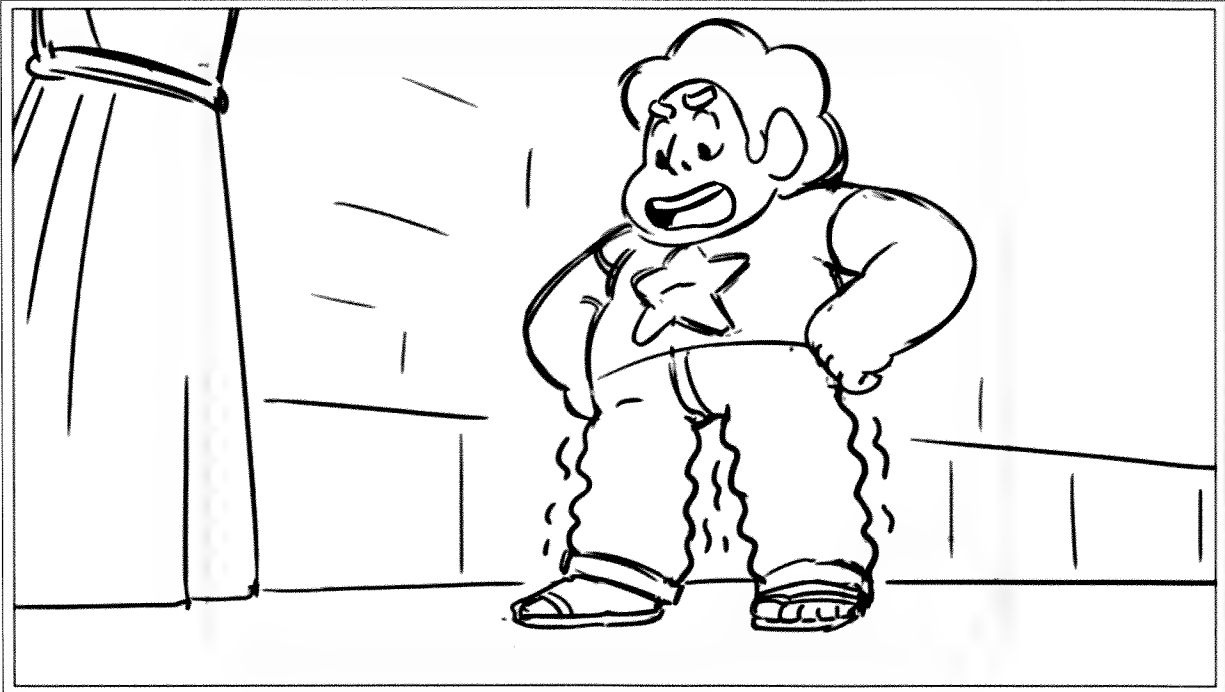
STEVEN'S pants quiver

Slugging

ADJ: 0.05

HOLD: 4.00

Scene	Panel
19	2



Dialog

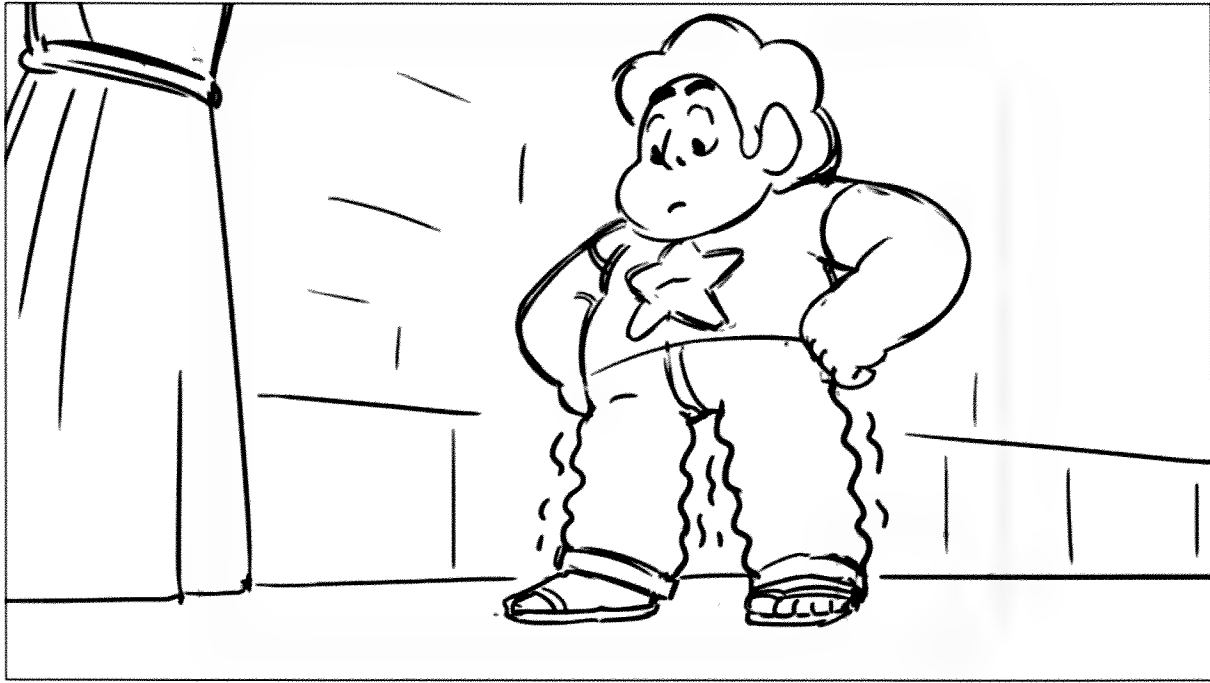
STEVEN: WHAT'S GOTTEN INTO YOU?

Slugging

2.10

MAY 20 2013

Scene	Panel
19	3



Slugging
0.13

Scene	Panel
19	4

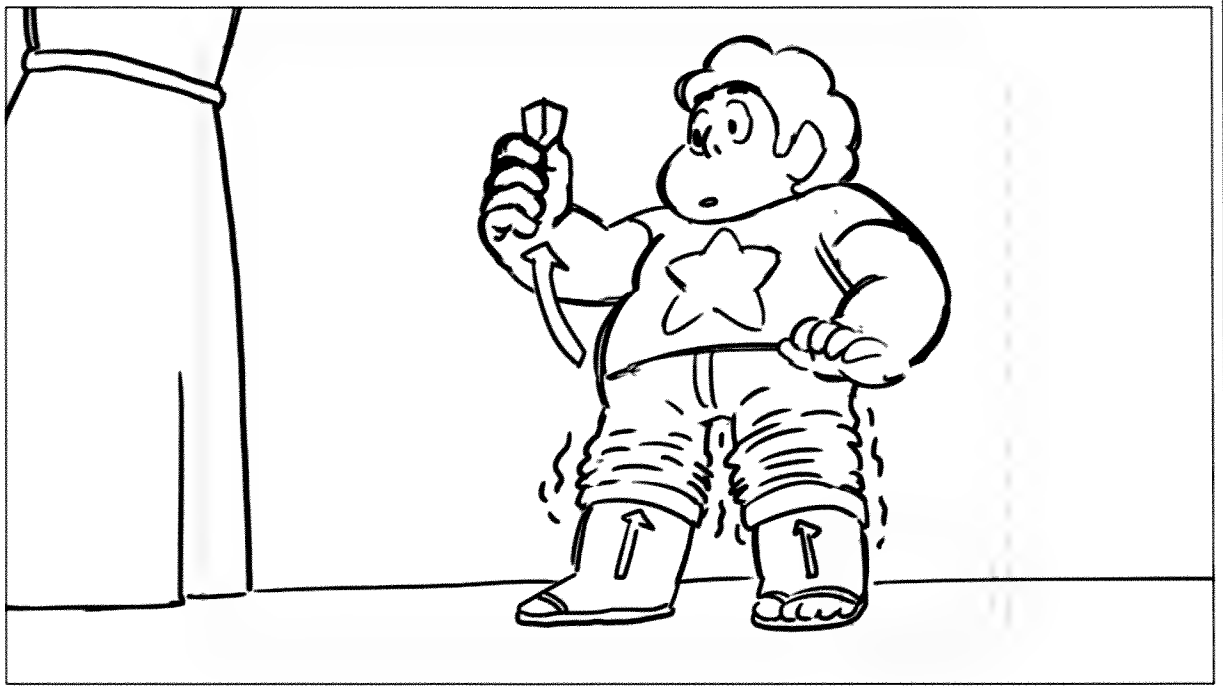


Dialog
STEVEN: ...HM?

Slugging
1.03

MAY 20 2013

Scene	Panel
19	CONT
5	



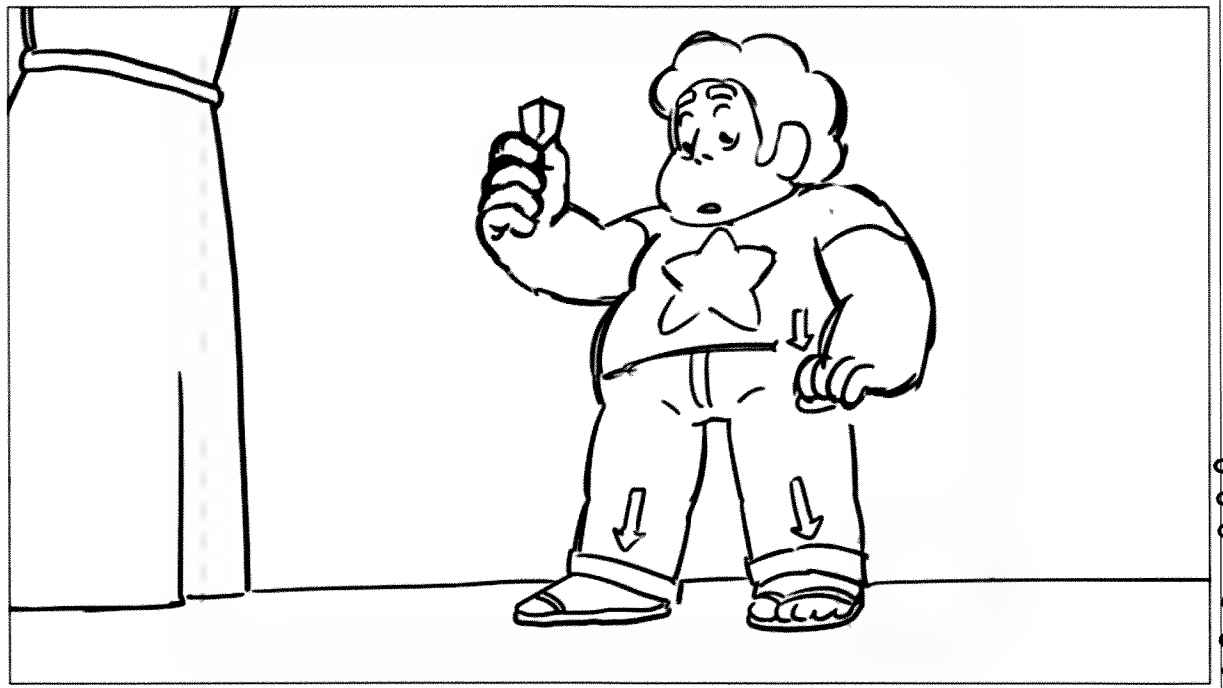
Dialog

STEVEN: OH!

Slugging

1.11

Scene	Panel
19	CONT
6	

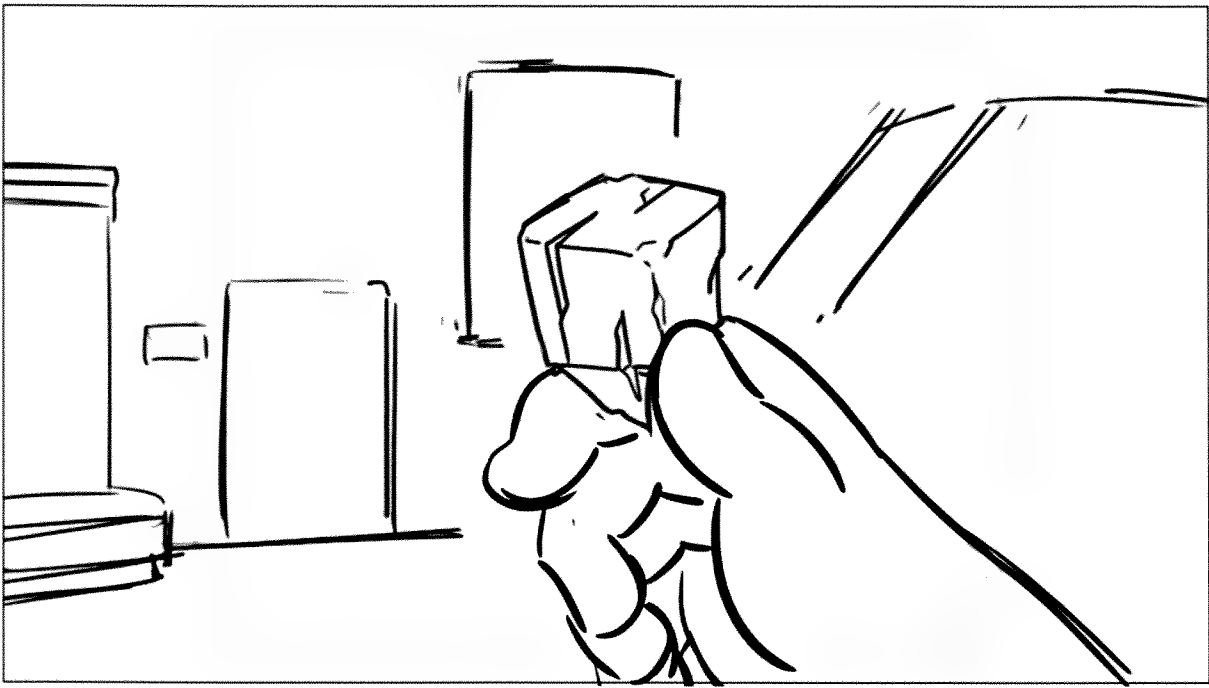


Slugging

1.10

MAY 20 2013

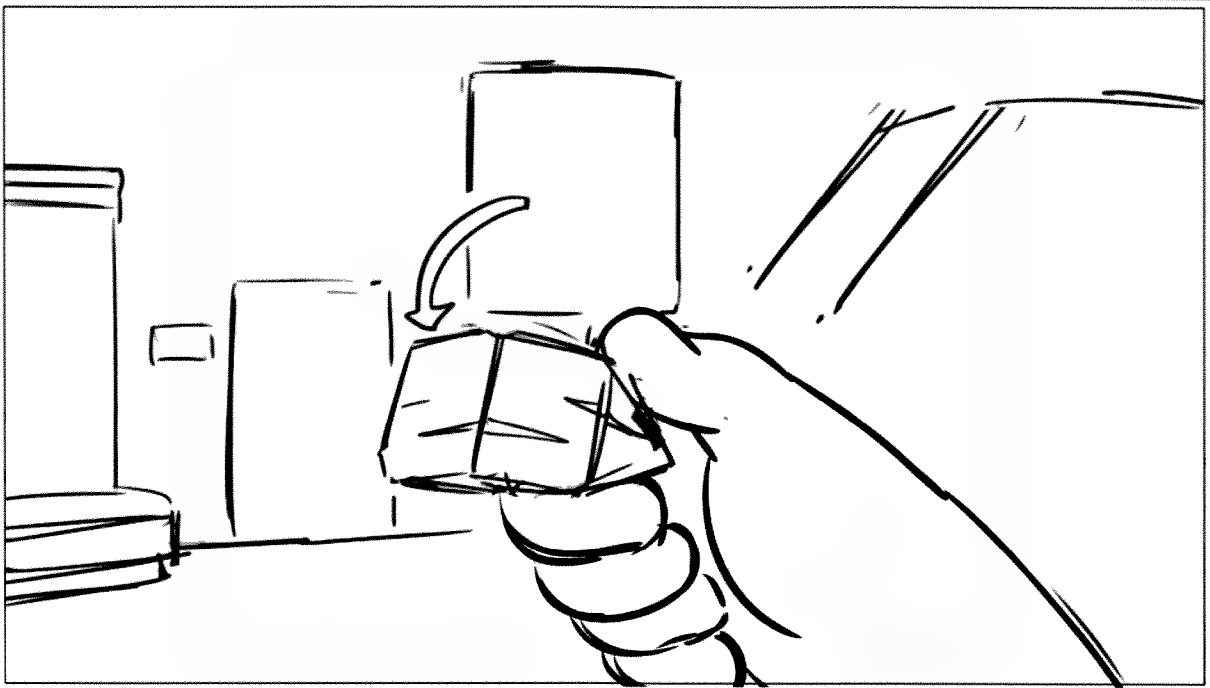
Scene	Panel
20	1



Dialog
STEVEN: IT'S A...

Slugging
1.13

Scene	Panel
20	<i>CONT</i> 2

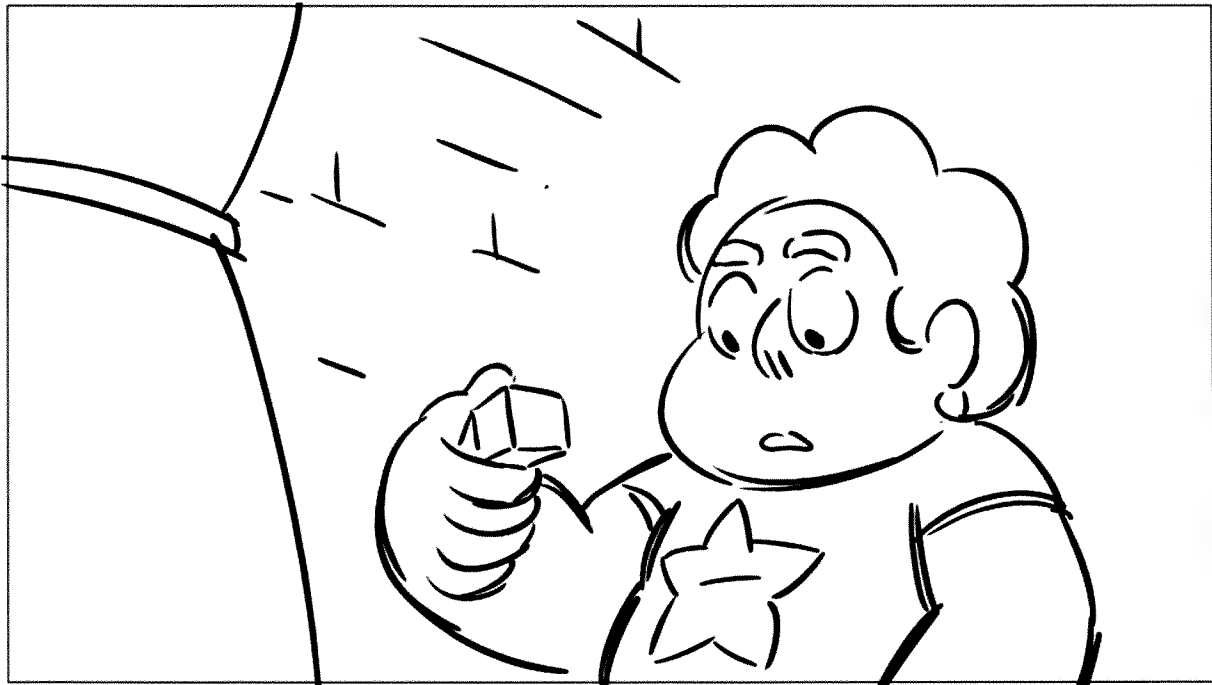


Dialog
STEVEN: ...THINGY.

Slugging
1.14

MAY 20 2013

Scene	Panel
21	1



Dialog
STEVEN: IS THIS PEARL'S SHARD...

Slugging
Panels 1 + 2 = 4.00

Scene	Panel
21	2

CONT



Dialog
STEVEN: ...THINGY?

Action Notes
CRYSTAL glows.

MAY 20 2013

1020 · 008

1020 · 008

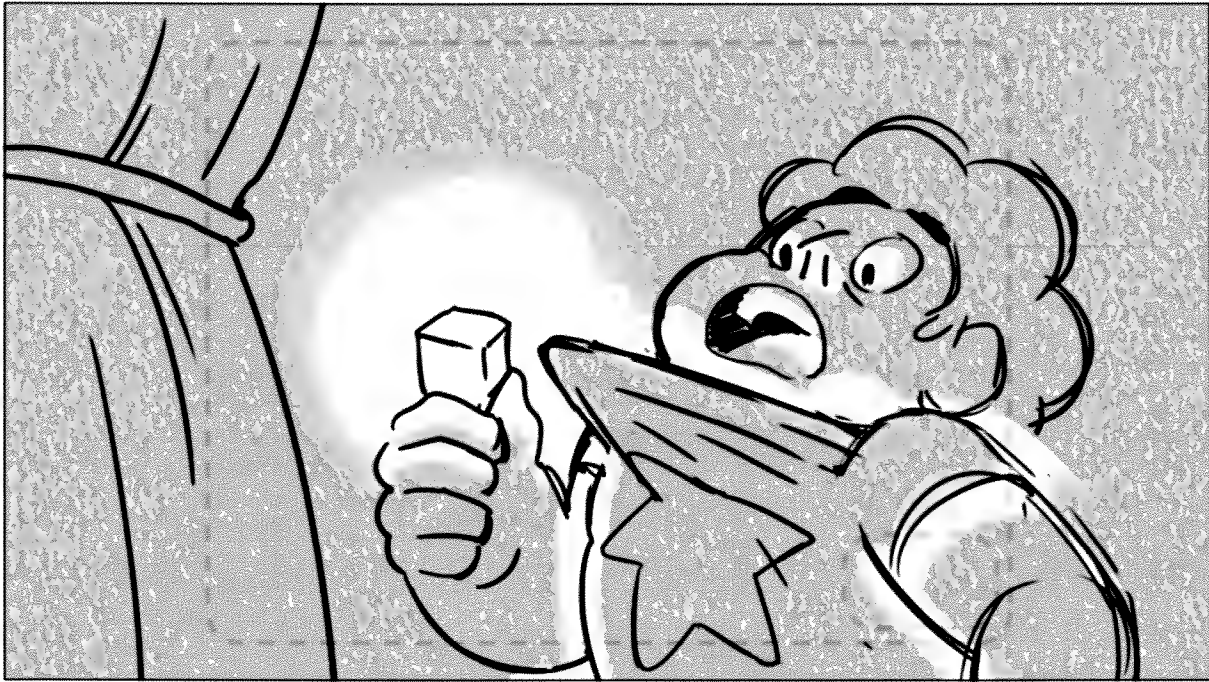
Scene

21

Panel

3

CONT



Dialog

STEVEN: WAHH!

* SHARD GLOWS, BUT DOES NOT CAST ON STEVEN.

Action Notes

CRYSTAL pulls STEVEN'S shirt towards itself.

Slugging

1.04

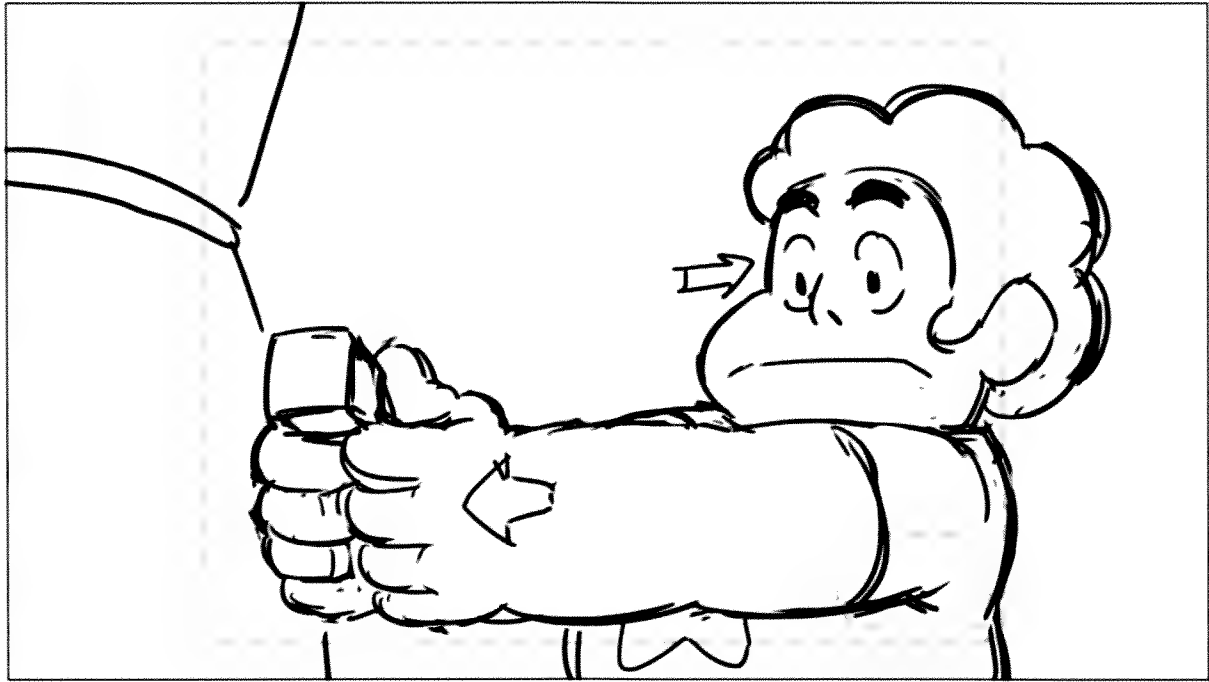
Scene

21

Panel

4

CONT

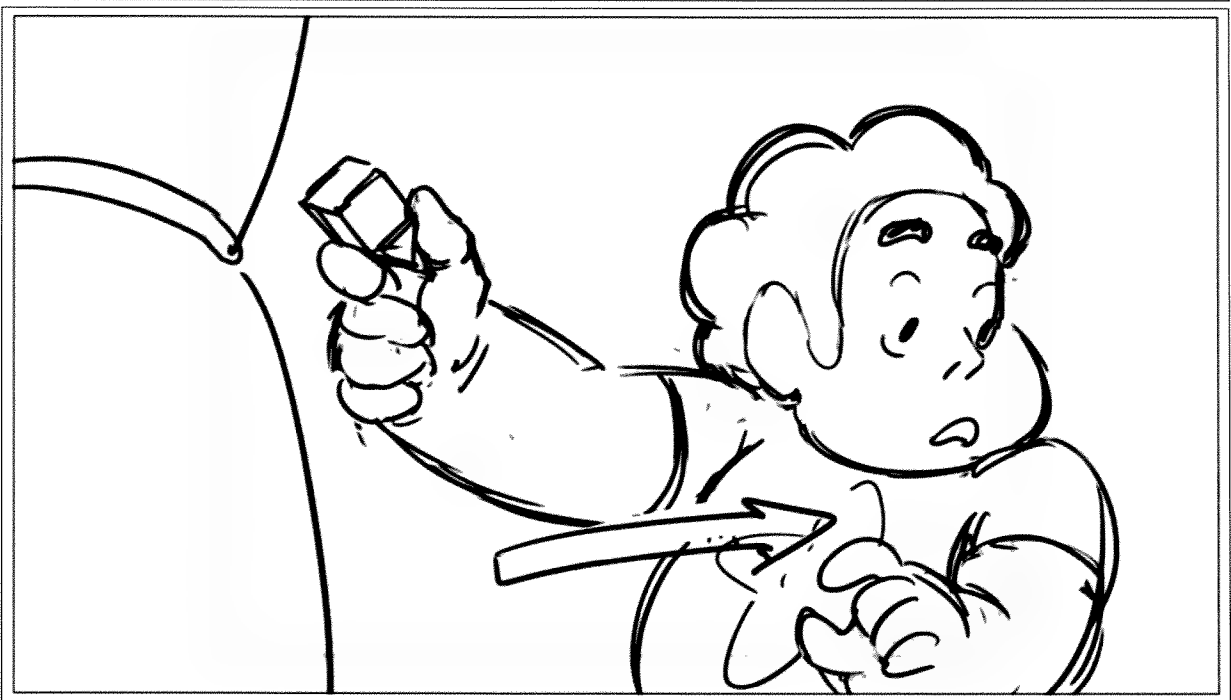


Slugging

1.15

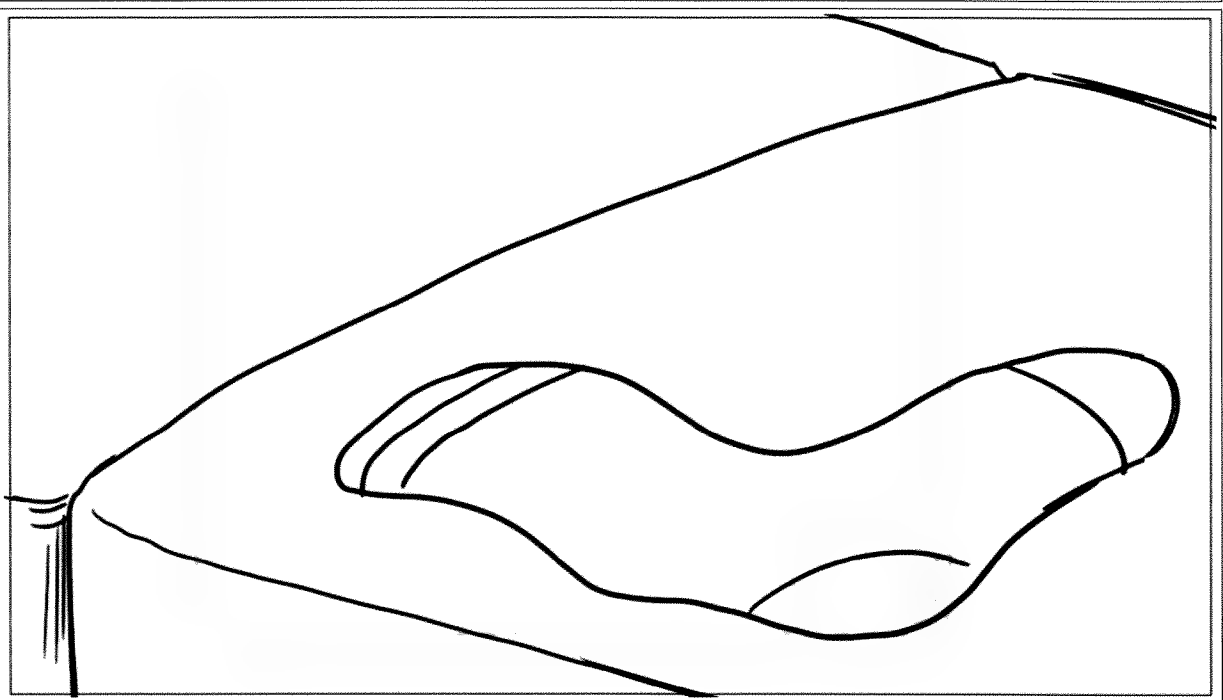
MAY 20 2013

Scene	Panel
21	5



Slugging
0.13

Scene	Panel
22	1



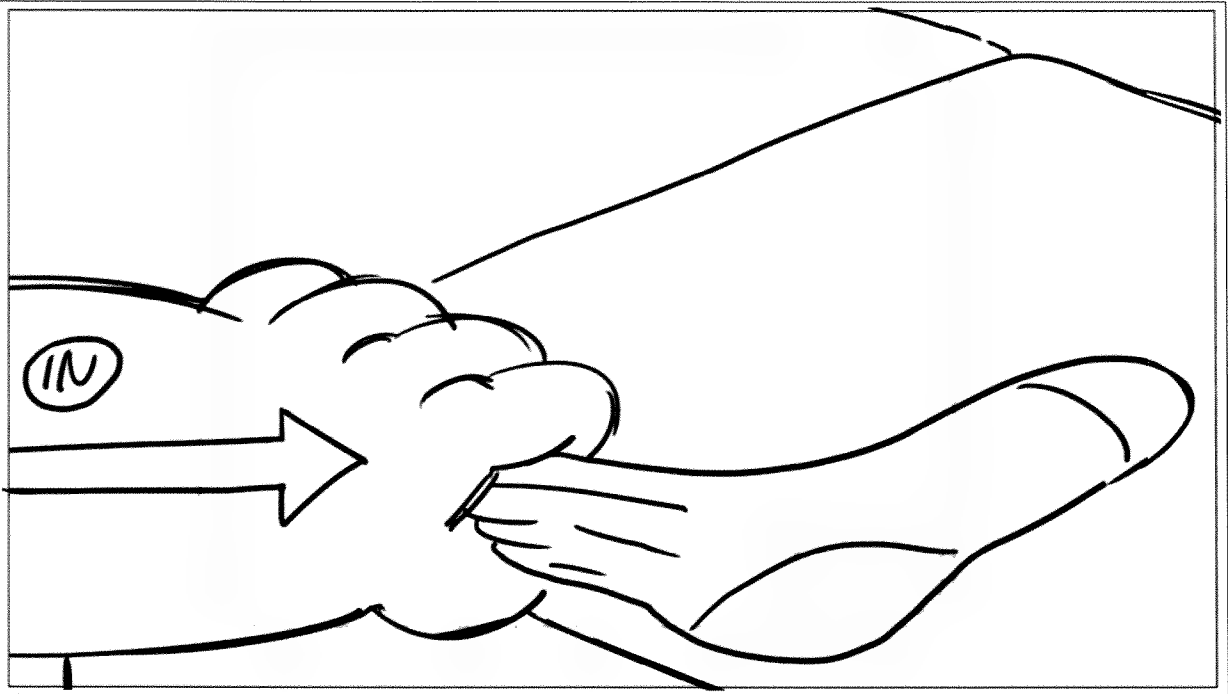
Slugging
0.12

MAY 20 2013

1020 · 008

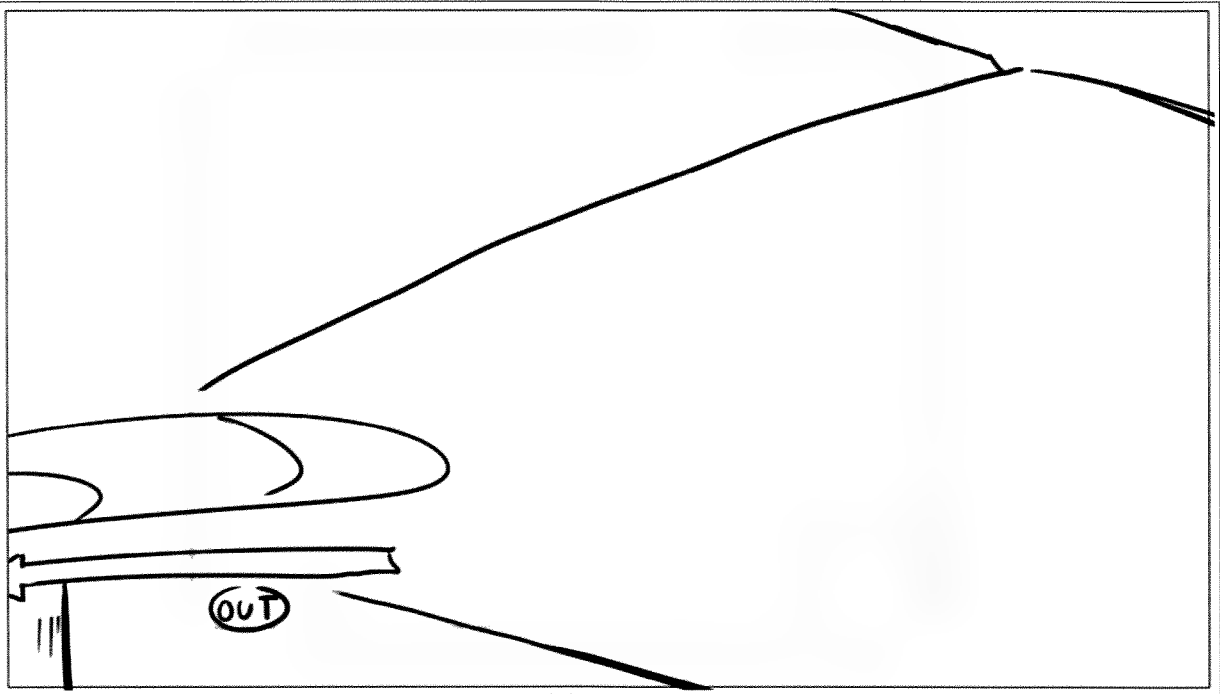
1020 · 008

Scene	Panel
22	2



Slugging
0.06

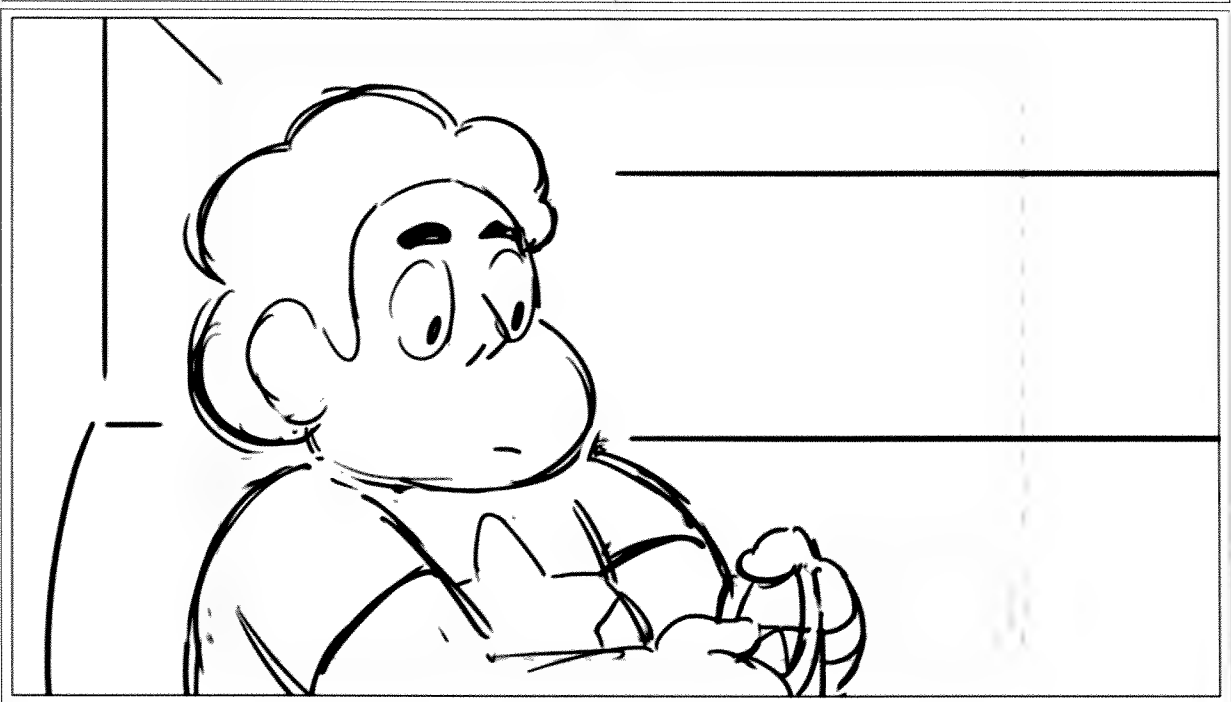
Scene	Panel
22	3



Slugging
0.10

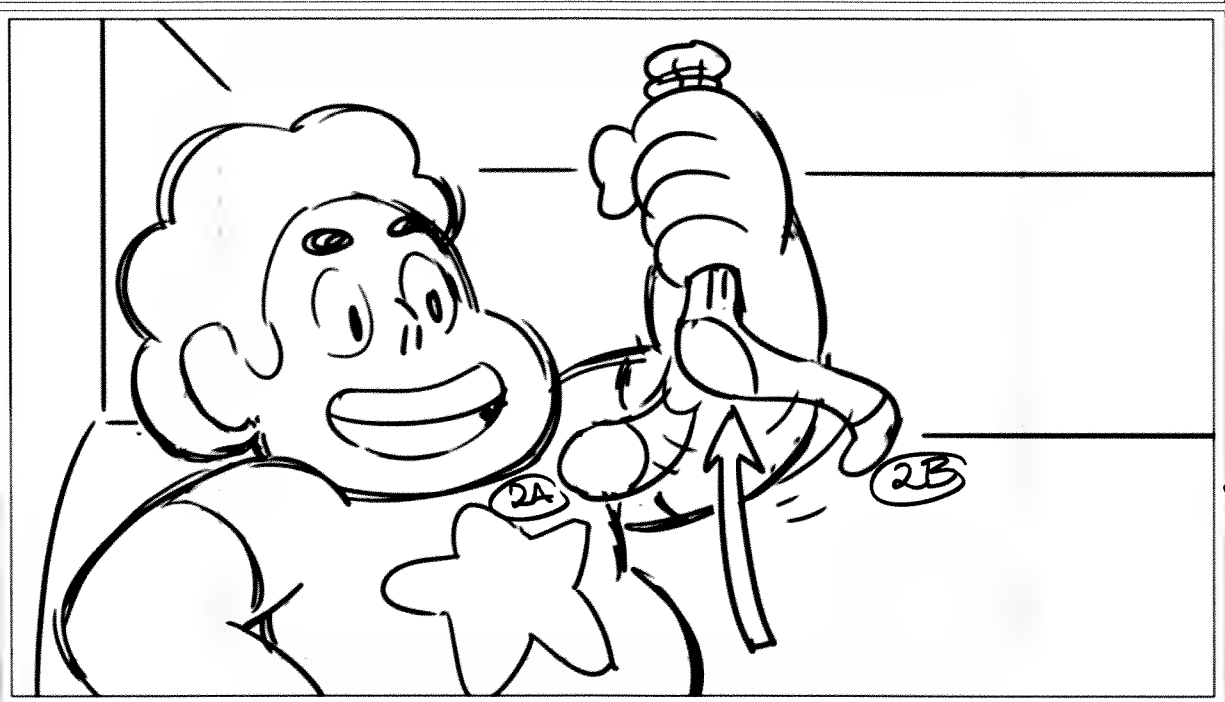
MAY 20 2013

Scene	Panel
23	1



Slugging
1.05

Scene	Panel
23	2



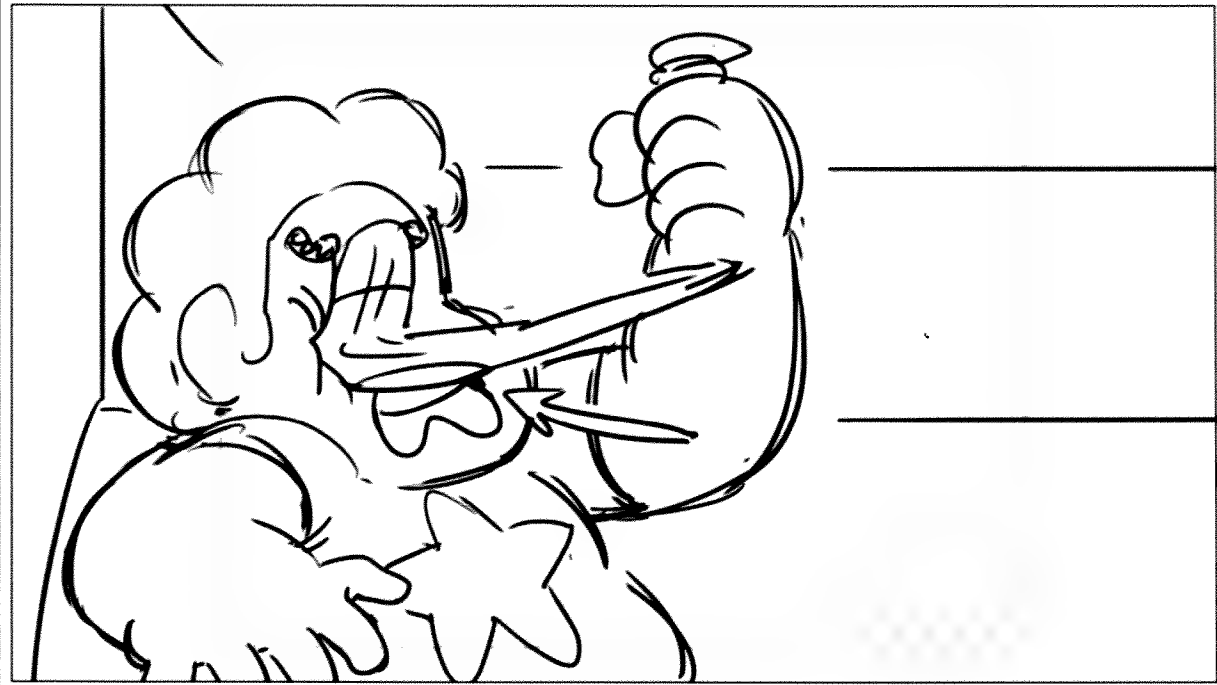
Dialog
STEVEN: HA! NOW WHO'S SMART?

Action Notes
SOCK writhes around.

Slugging
2.13

MAY 20 2013

Scene	Panel	
23	CONT	3



Dialog

STEVEN: OW!

Action Notes

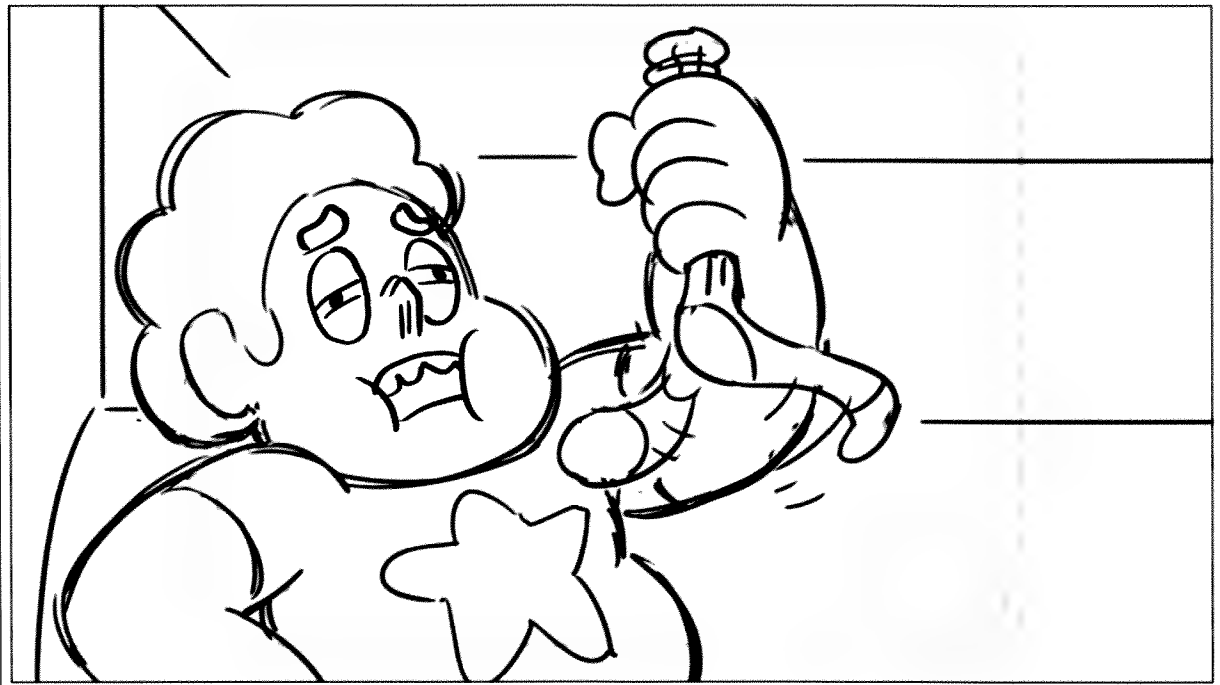
STEVEN'S SOCK kicks him in the face.

PANELS 3 + 4 x 6

Slugging

0.05

Scene	Panel	
23	CONT	4



Dialog

STEVEN: OW!

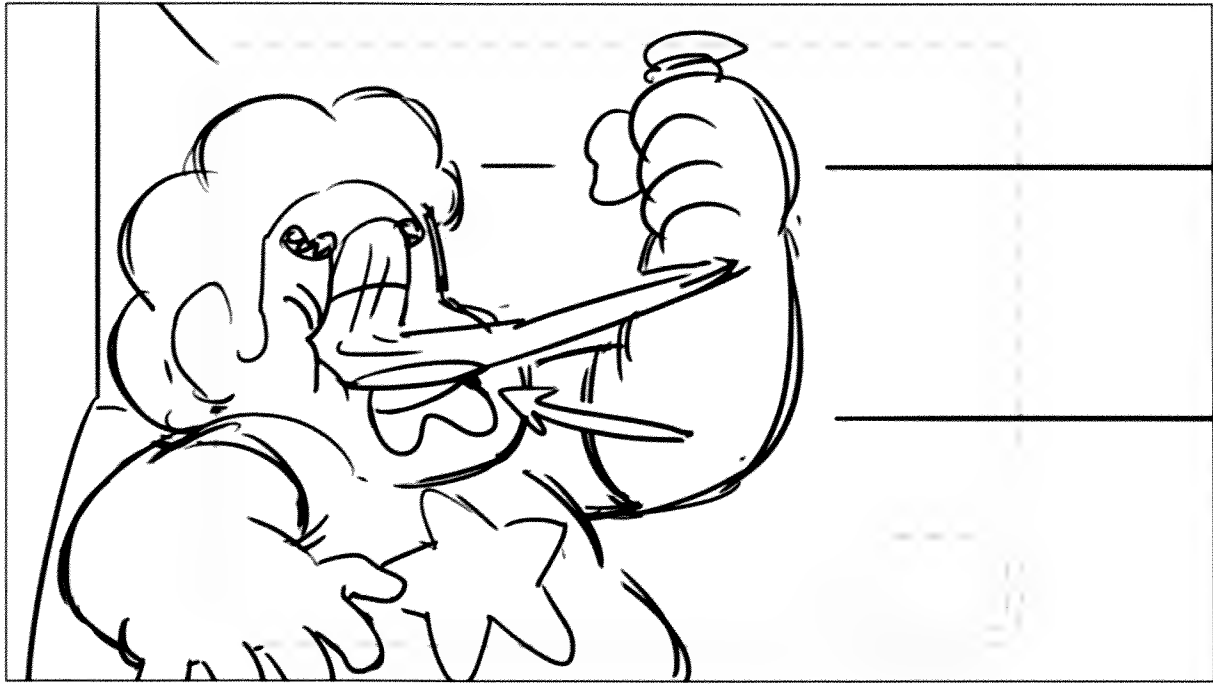
Slugging

Panels 4 + 5 x 4 = 0.11

MAY 20 2013

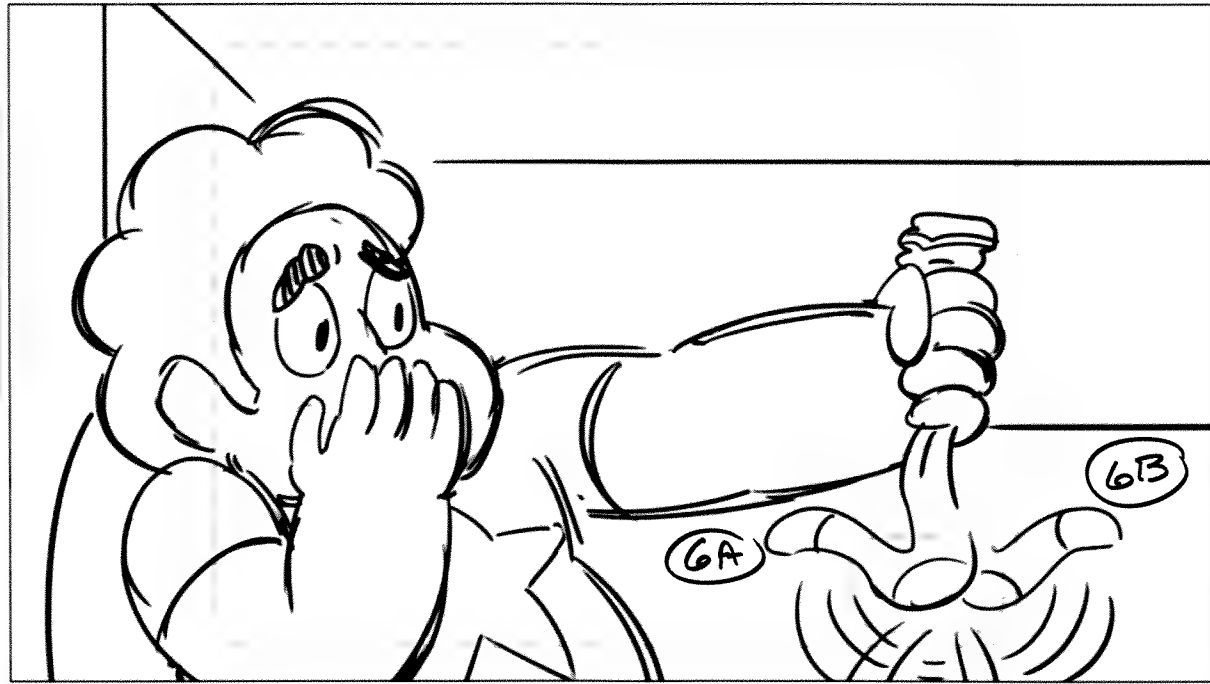
1020-008

Scene 23 Panel 5



Dialog
STEVEN: OW!

Scene 23 Panel 6



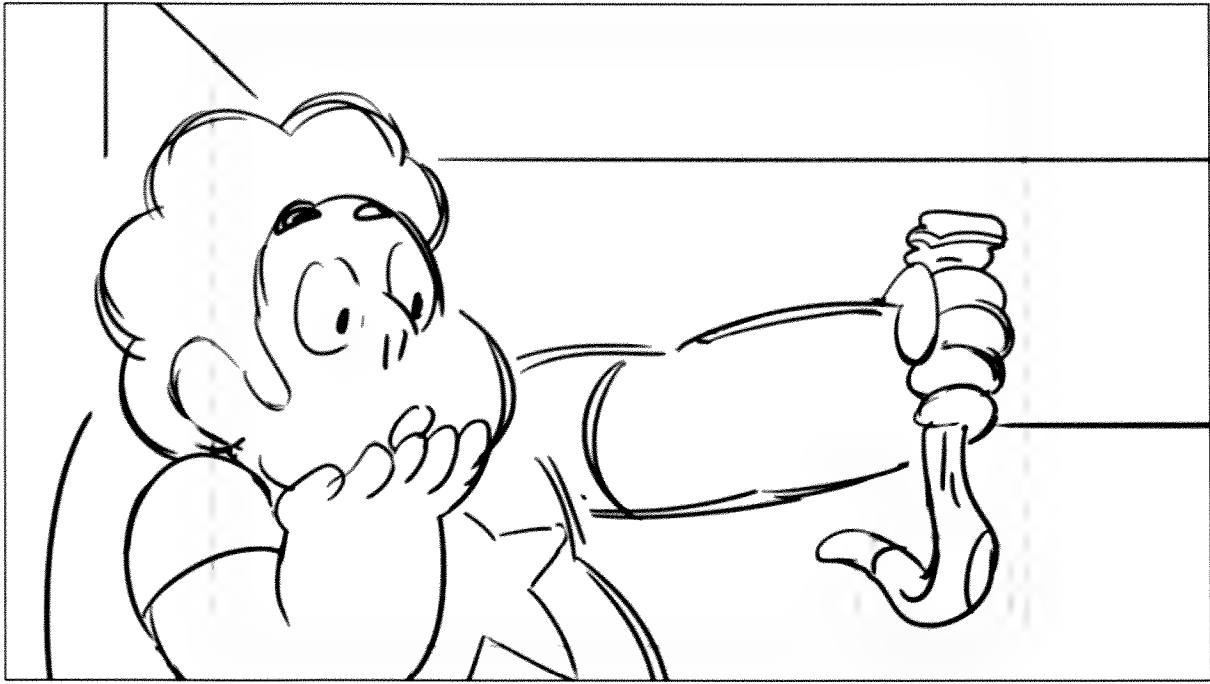
Dialog
STEVEN: STOP!

Action Notes
SOCK continues to struggle

MAY 20 2013

Slugging
2.05

Scene	Panel
23	<i>CONT</i> 7

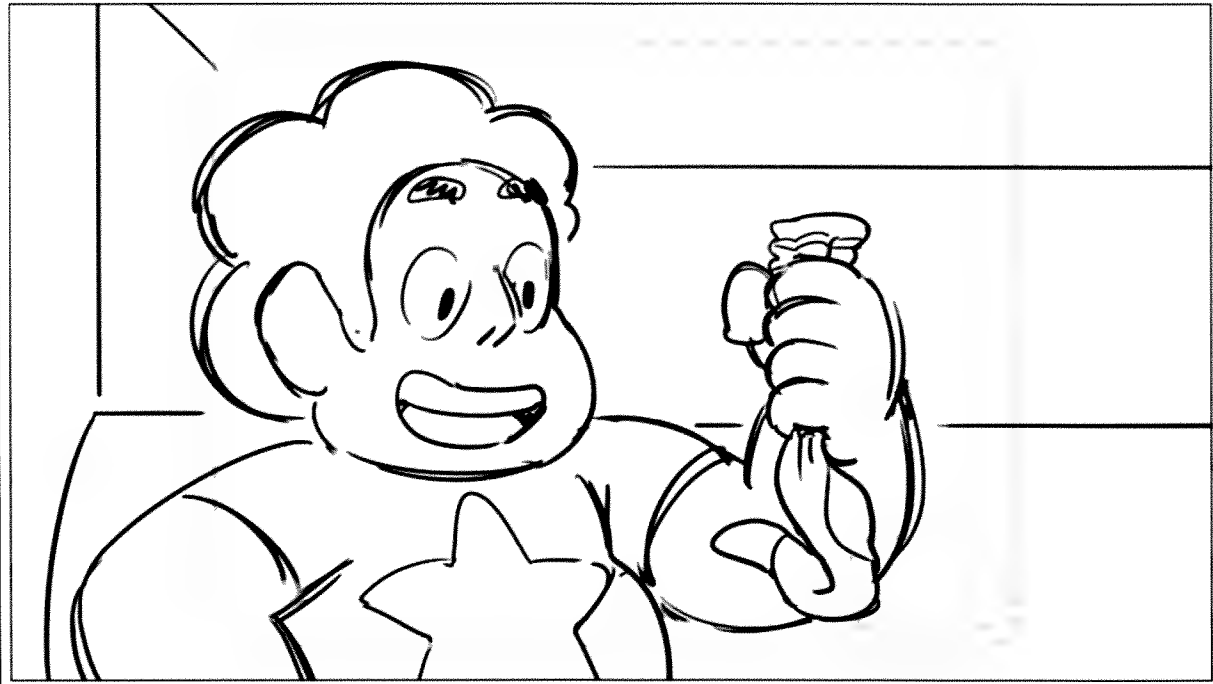


Dialog
STEVEN: OH!

Action Notes
SOCK stops

Slugging
2.06

Scene	Panel
23	<i>CONT</i> 8



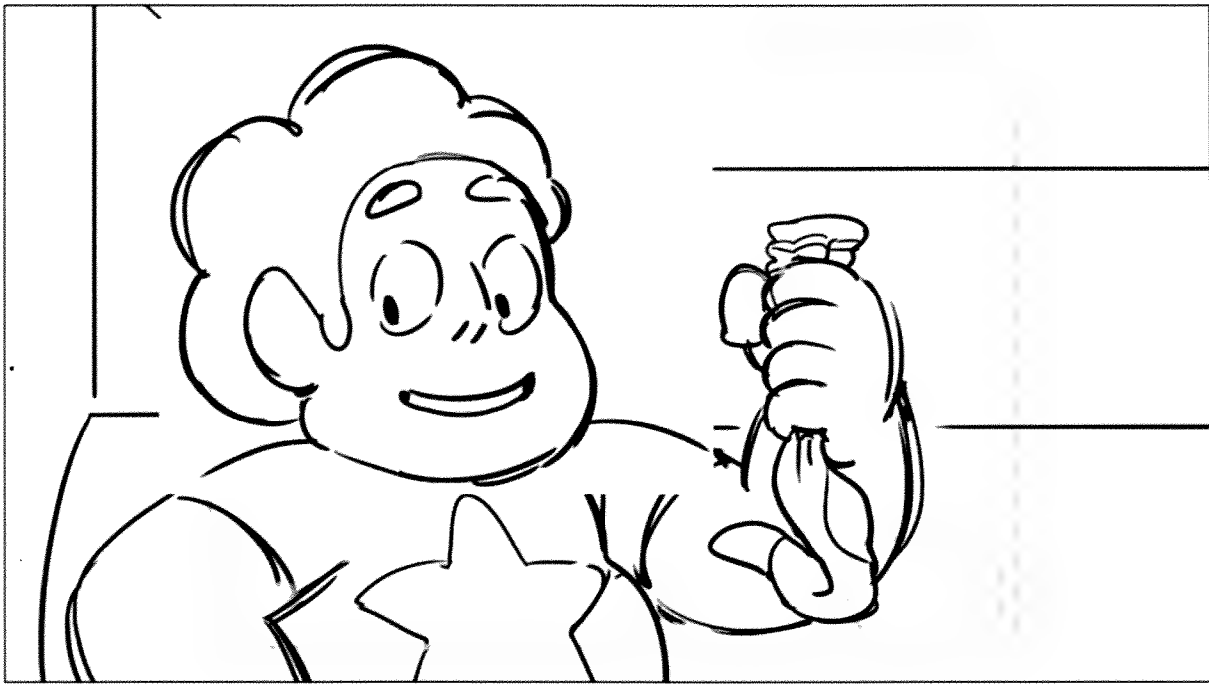
Dialog
STEVEN: THANKS!

Slugging
1.05

MAY 20 2013

Scene	Panel
23	9

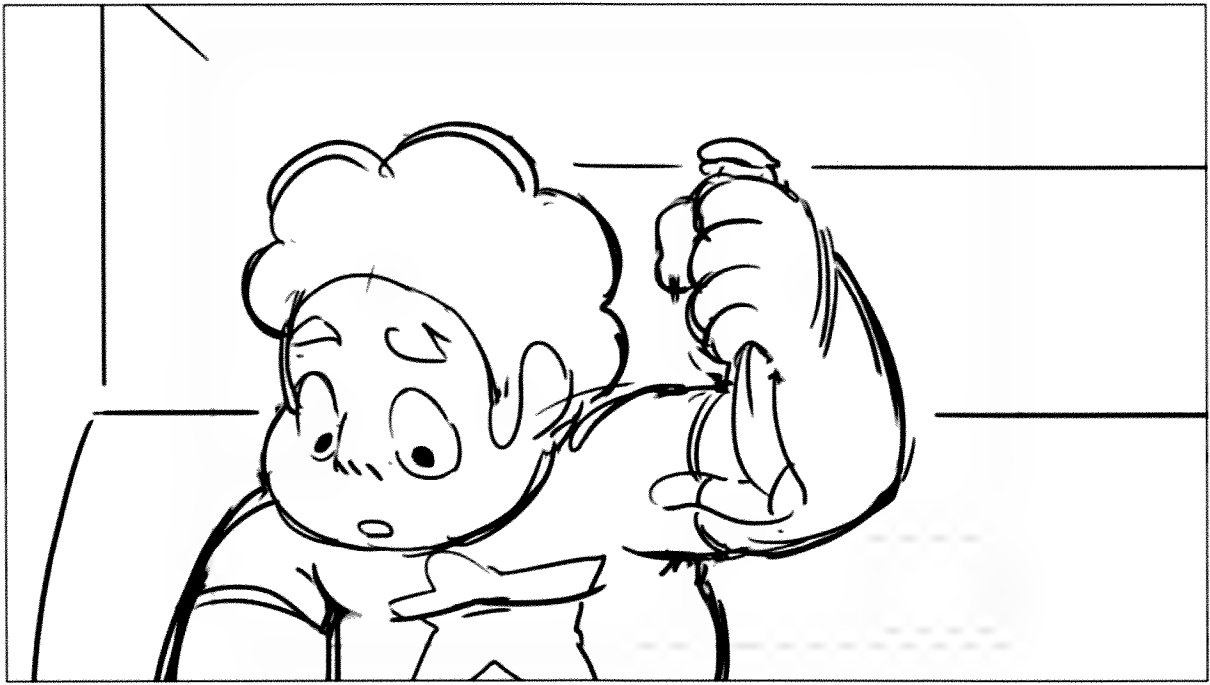
CONT



Slugging
0.11

Scene	Panel
23	10

CONT



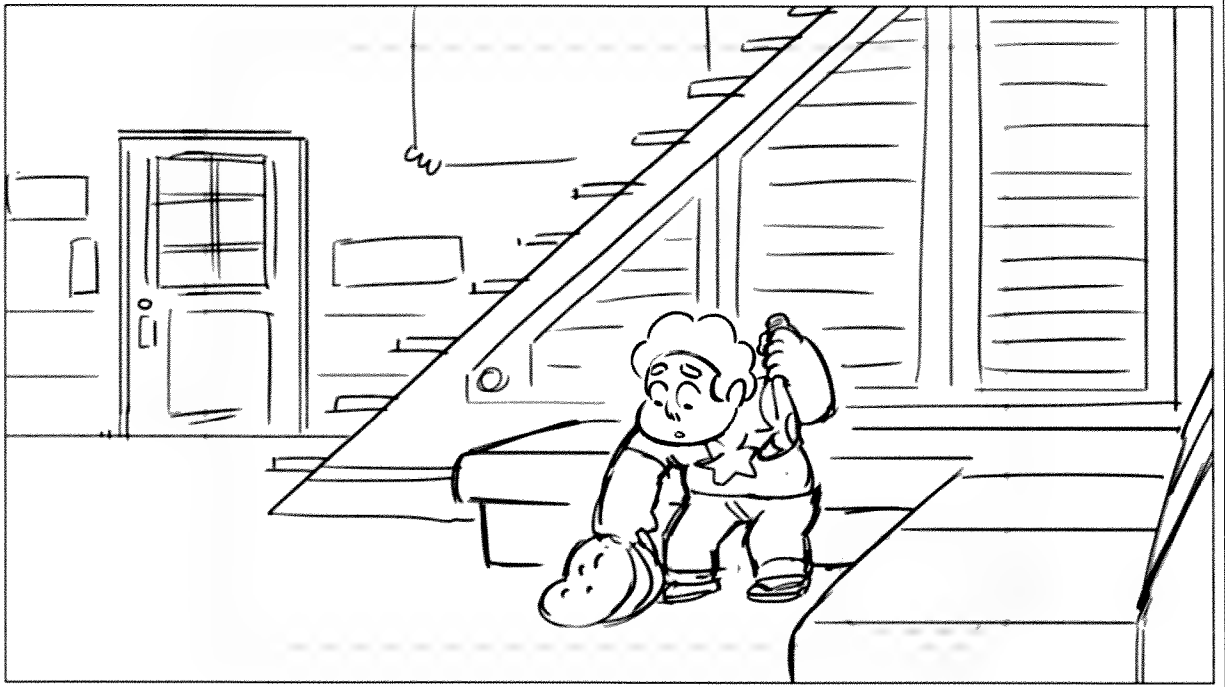
Slugging
0.06

MAY 20 2013

1020-008

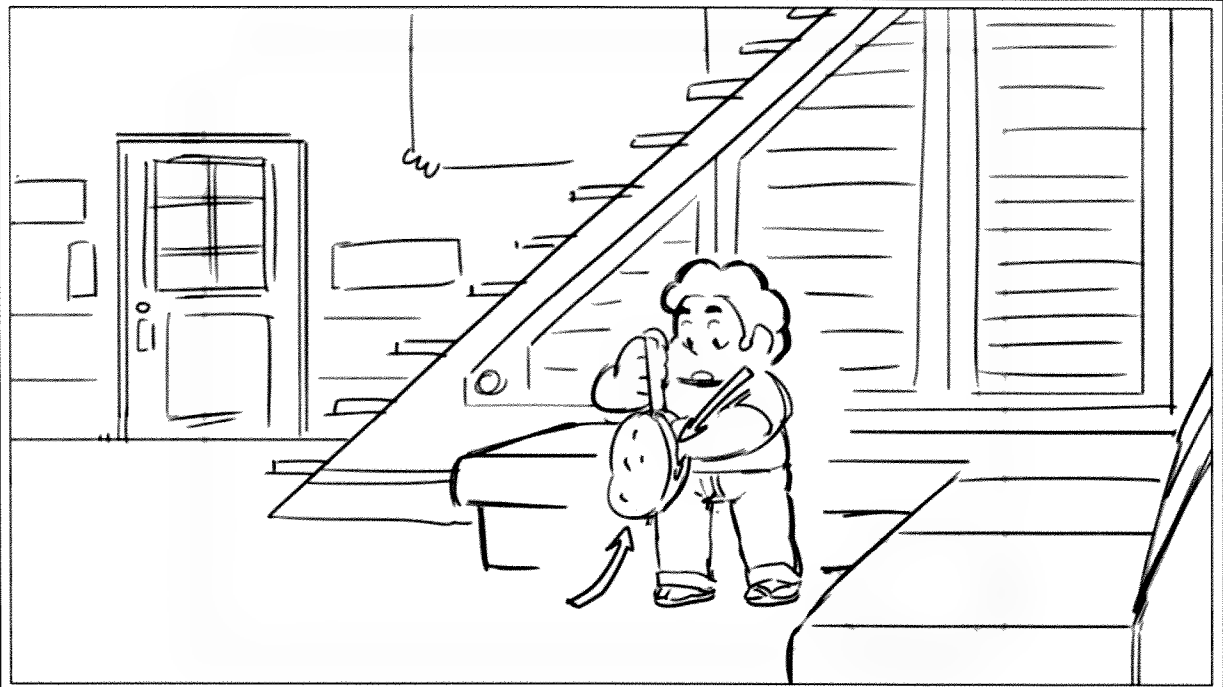
1020-008

Scene	Panel
24	1



Slugging
0.13

Scene	Panel
24	2

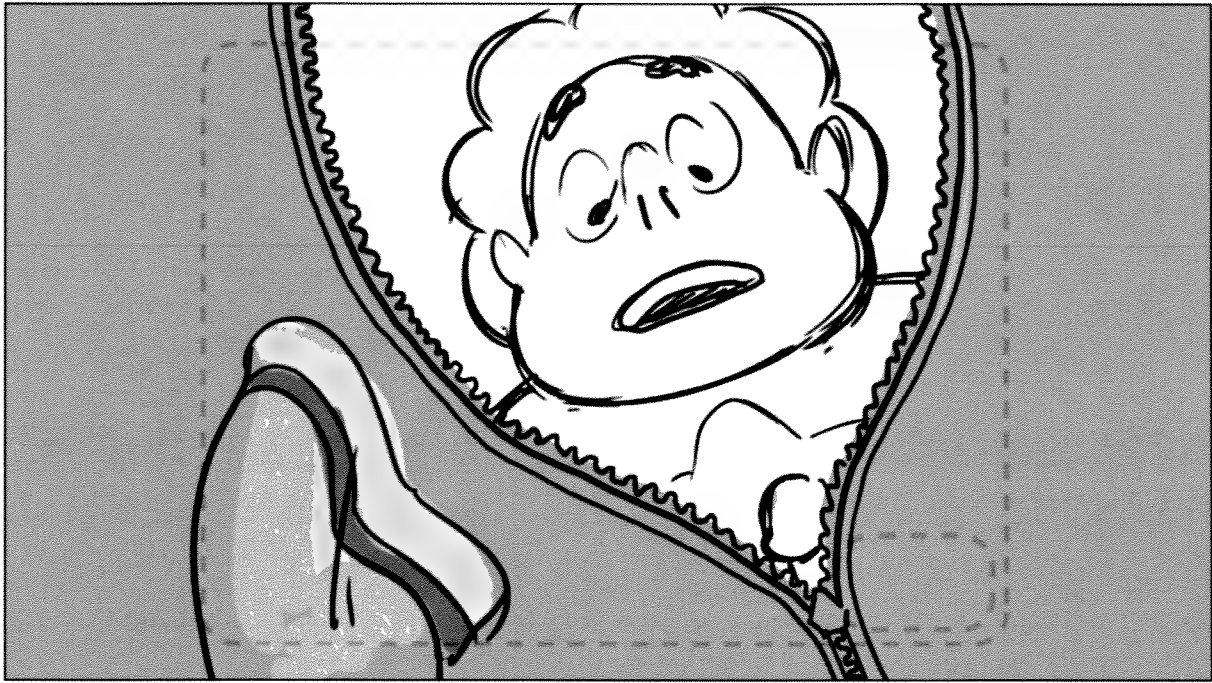


Dialog
STEVEN: I GOTTA GET YOU ...

Slugging
1.04

MAY 20 2013

Scene	Panel
25	1

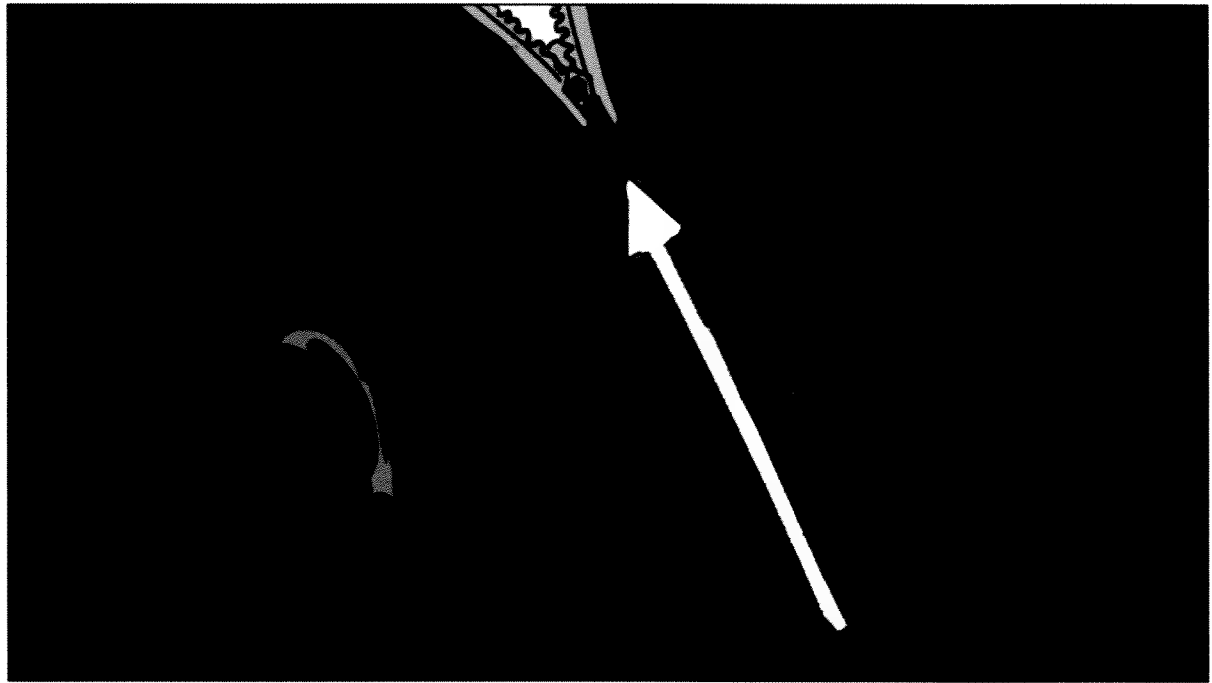


Dialog
STEVEN: ...TO PEARL.

Slugging
1.02

Scene	Panel
25	2

cut



Action Notes
STEVEN zips up backpack.

MAY 20 2013

Slugging
1.04

1020 · 008

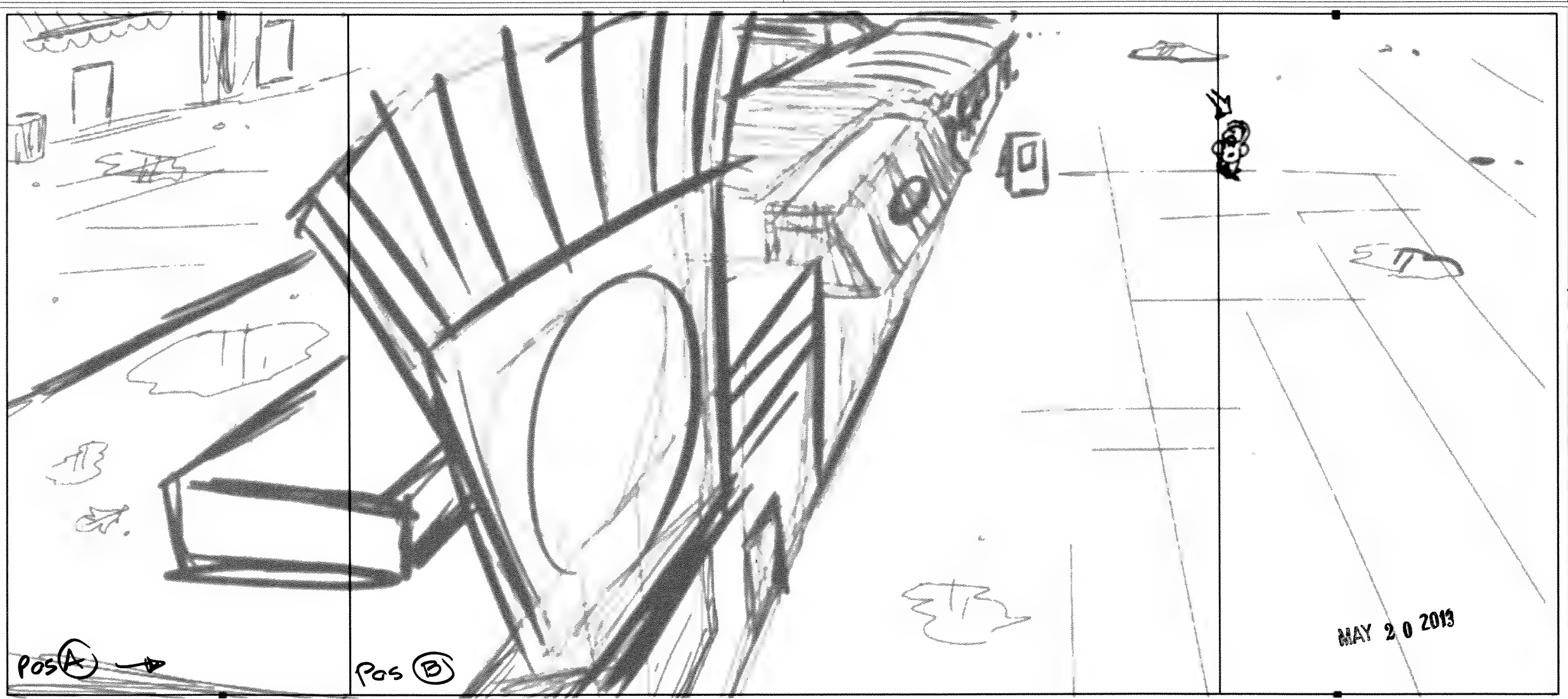
1020 · 008

Scene	Panel
25	<i>CONT</i> 3
	
<p>Action Notes</p> <p>Screen goes black as STEVEN zips bag shut.</p>	
<p>Slugging</p> <p>1.07</p>	

1020-008

1020-008

MAY 20 2013

Scene	Panel
26	1
<div><div>1020-008</div><div><div>1020-008</div></div></div>	
Dialog	
STEVEN: HEY PEARL!	

Slugging
Panels 1 + 2 =
HOLD: 0.14
ADJ: 4.08

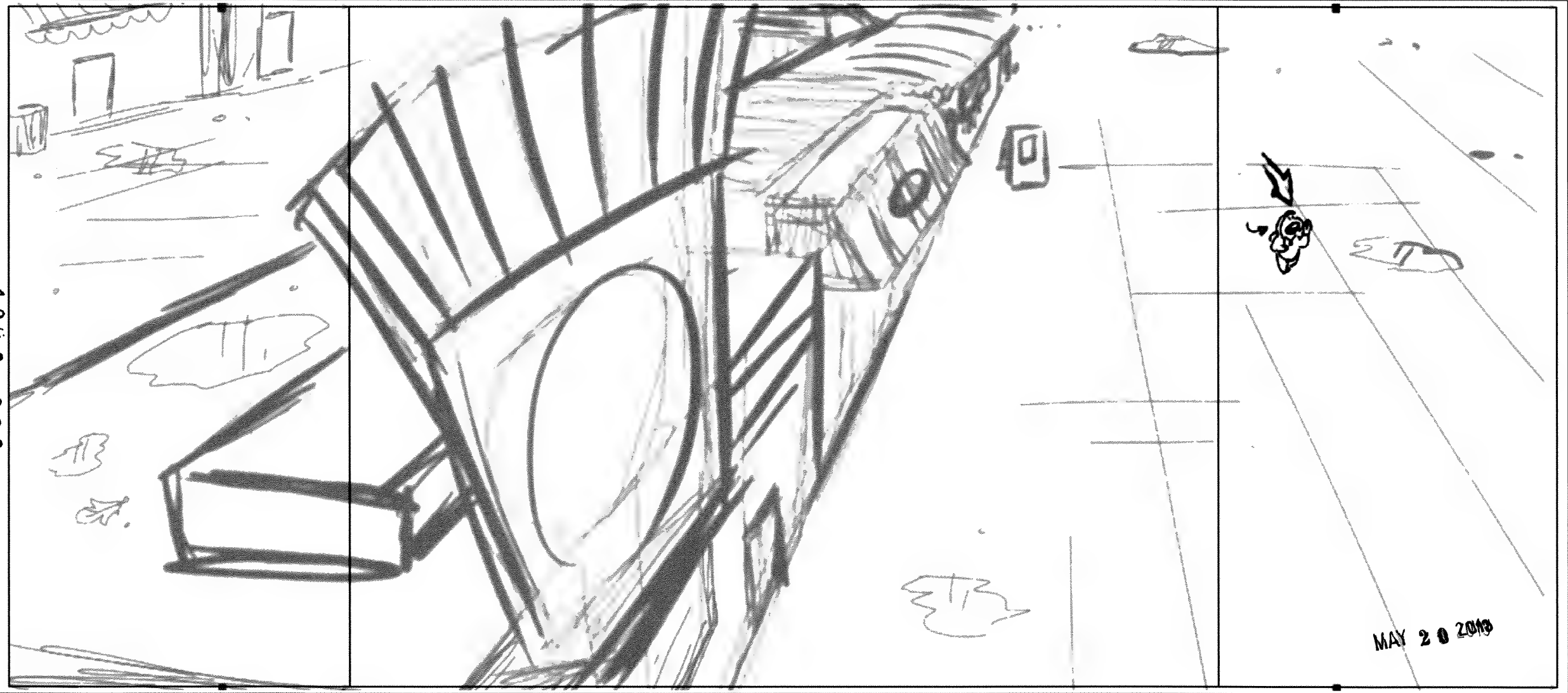
1020-008

1020-008

MAY 20 2013

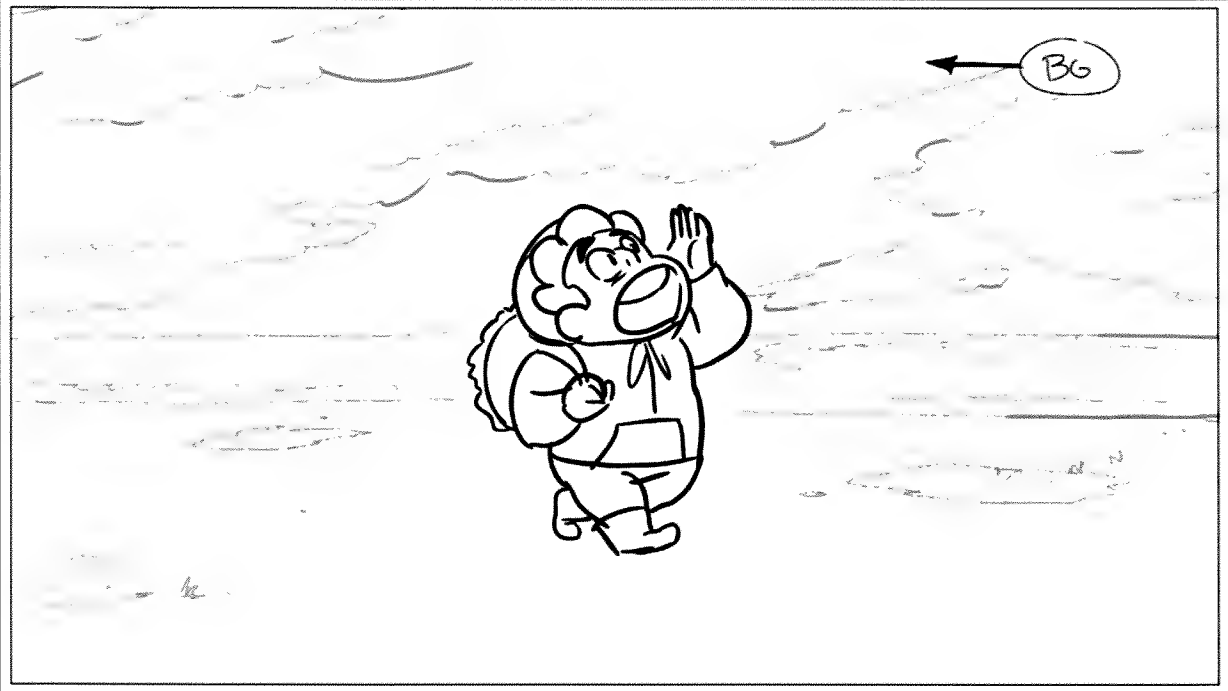
1020-008

Scene	Panel	
	26	CONT
		2



Dialog
STEVEN: PEARL?

Scene	Panel
27	1



Dialog
STEVEN: SHE MUST STILL BE LOOKING FOR MY PANTS...

Slugging
Panels 1 to 3 = 4.03

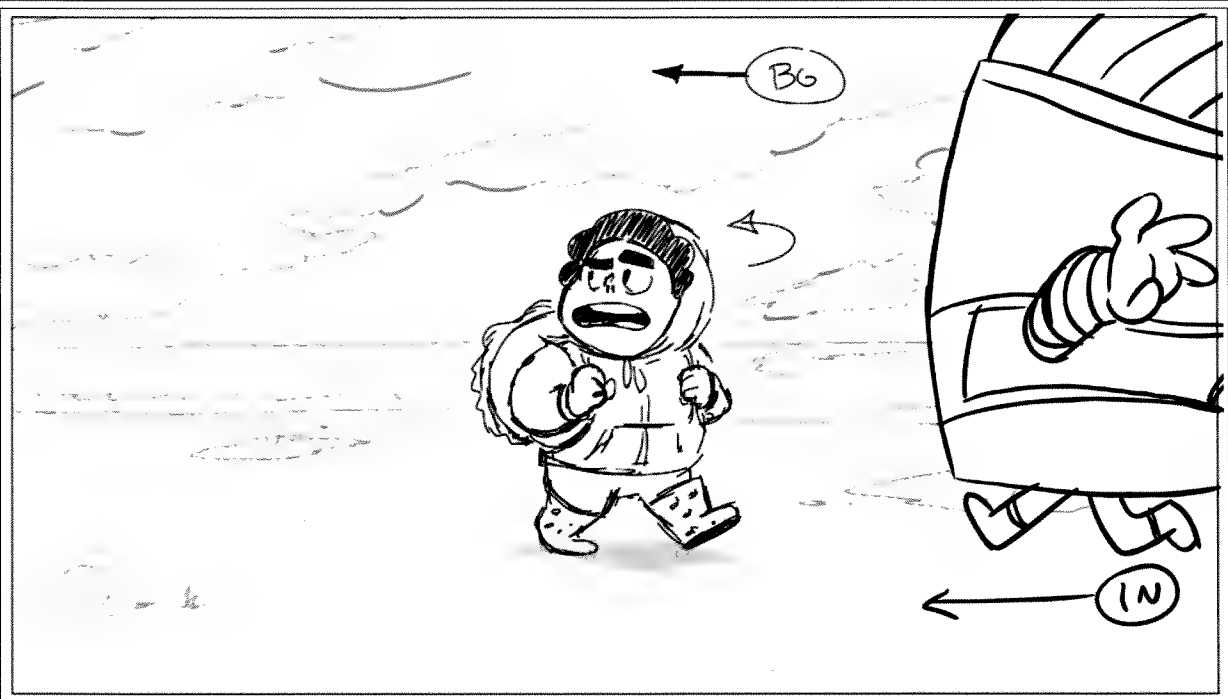
Scene	Panel
27	<i>cont</i> 2



Dialog
STEVEN: SHE MUST STILL BE LOOKING FOR MY PANTS...

MAY 20 2011

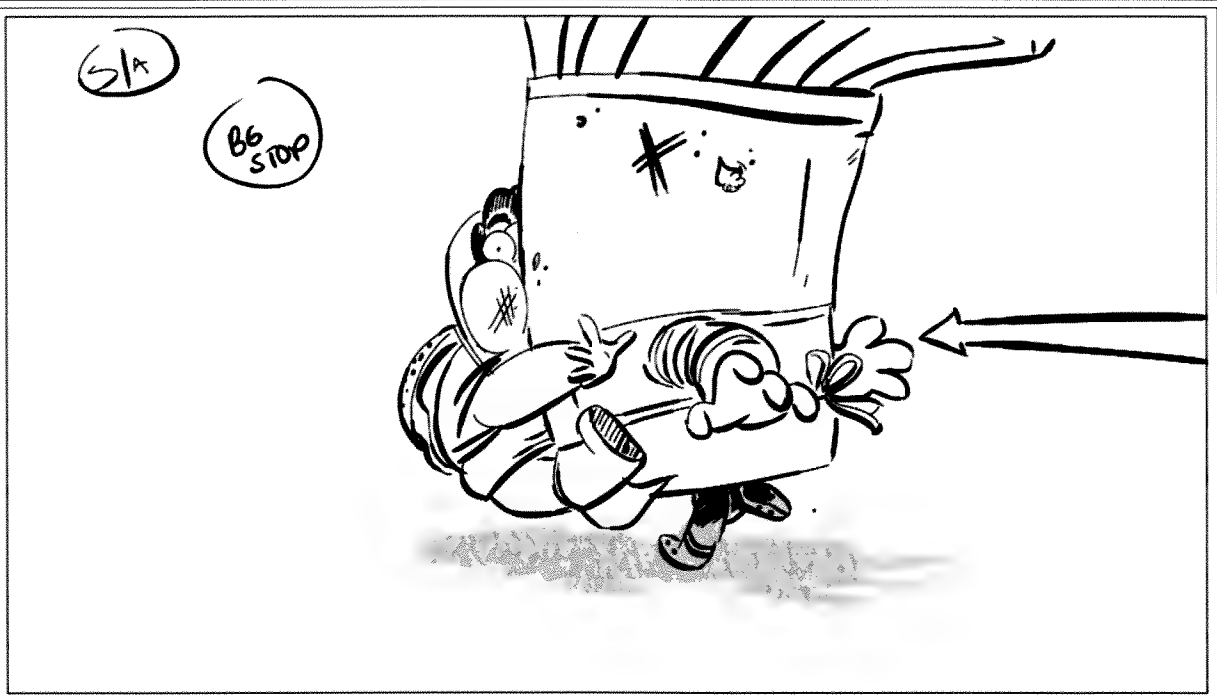
Scene	Panel	
27	CONT	3



Dialog

STEVEN: SHE MUST STILL BE LOOKING FOR MY PANTS...

Scene	Panel	
27	CONT	4



Slugging

0.08

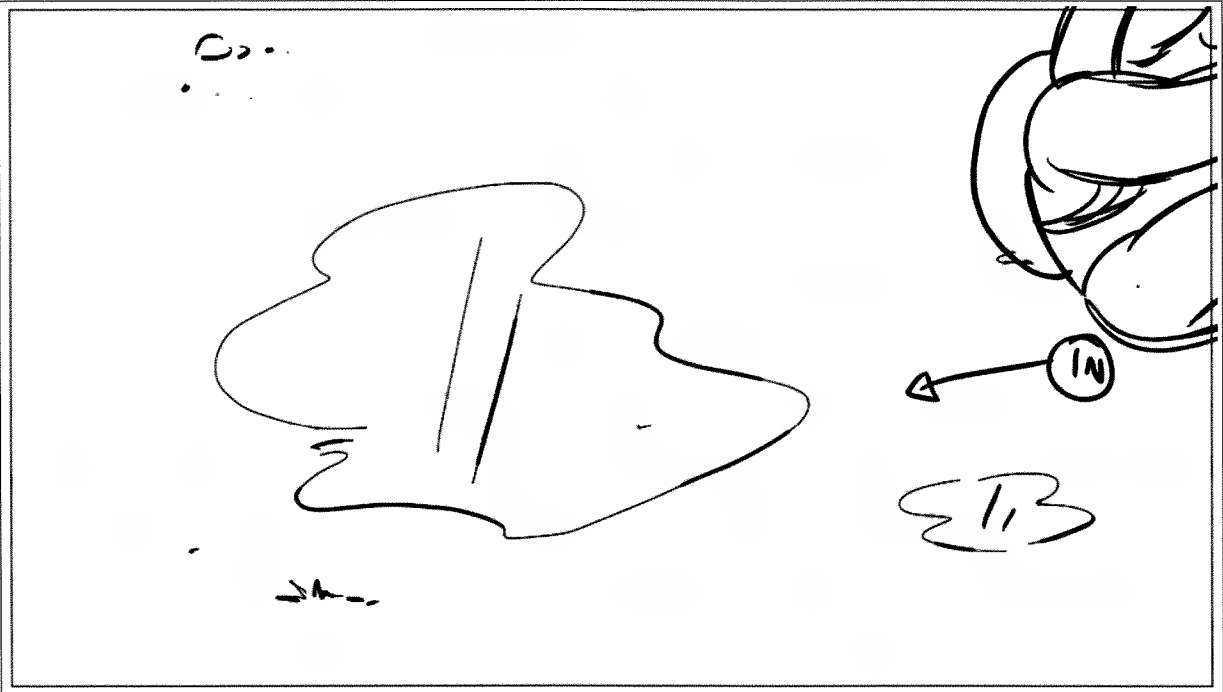
MAY 20 2013

Scene	Panel
28	1



Slugging
0.04

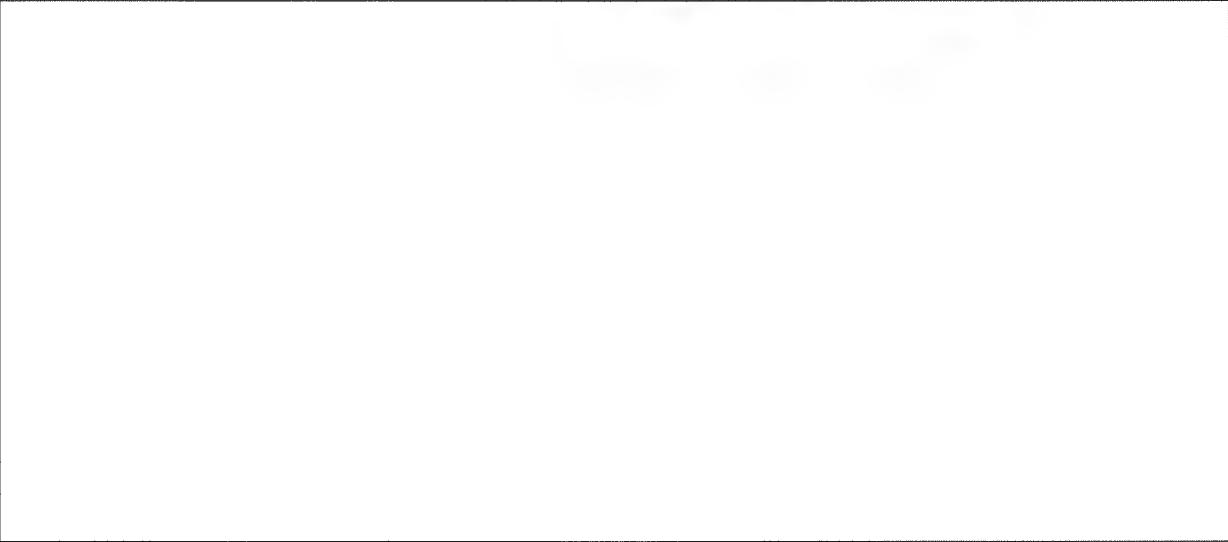
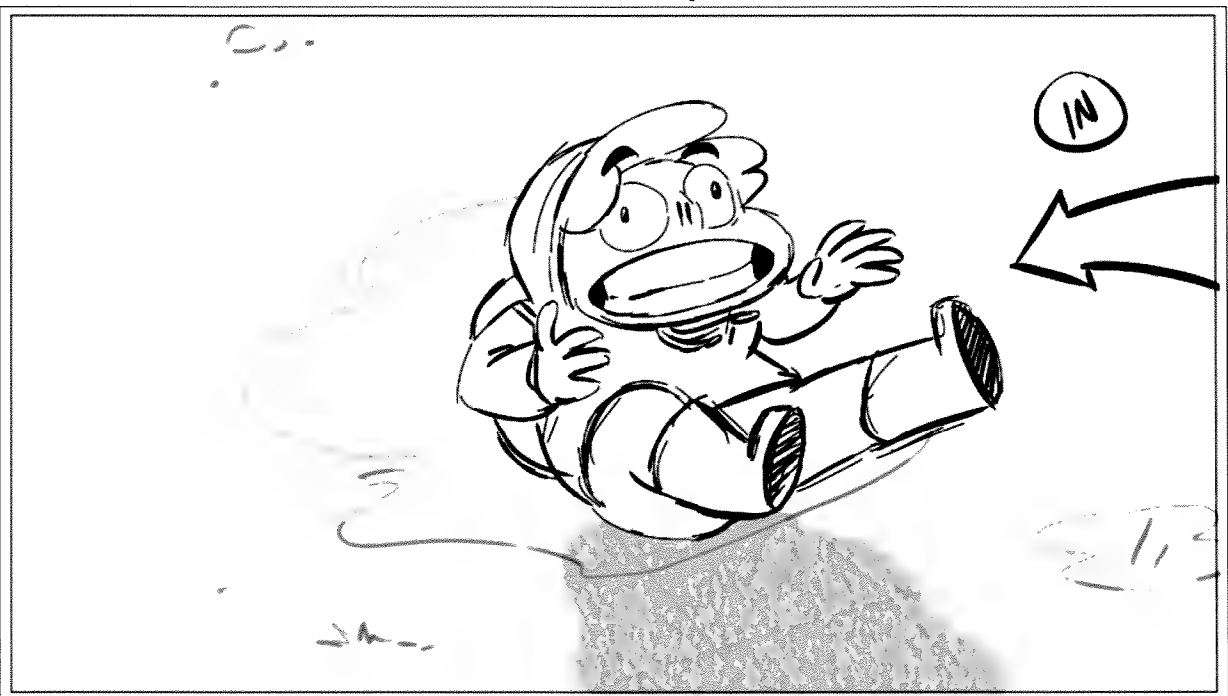
Scene	Panel
28	2



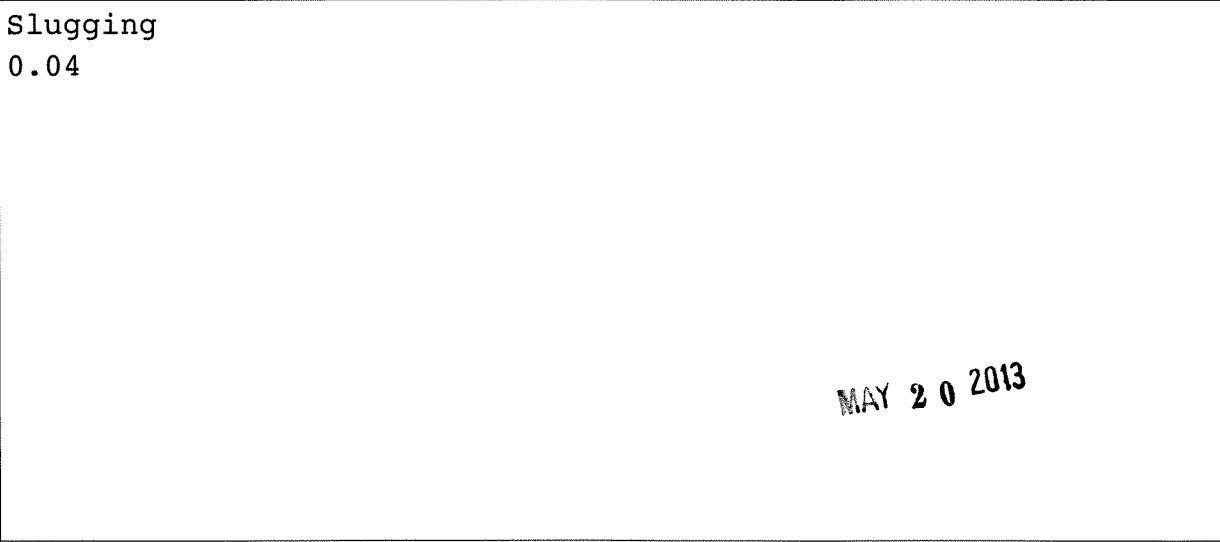
Slugging
Panels 2 + 3 = 0.04

MAY 20 2013

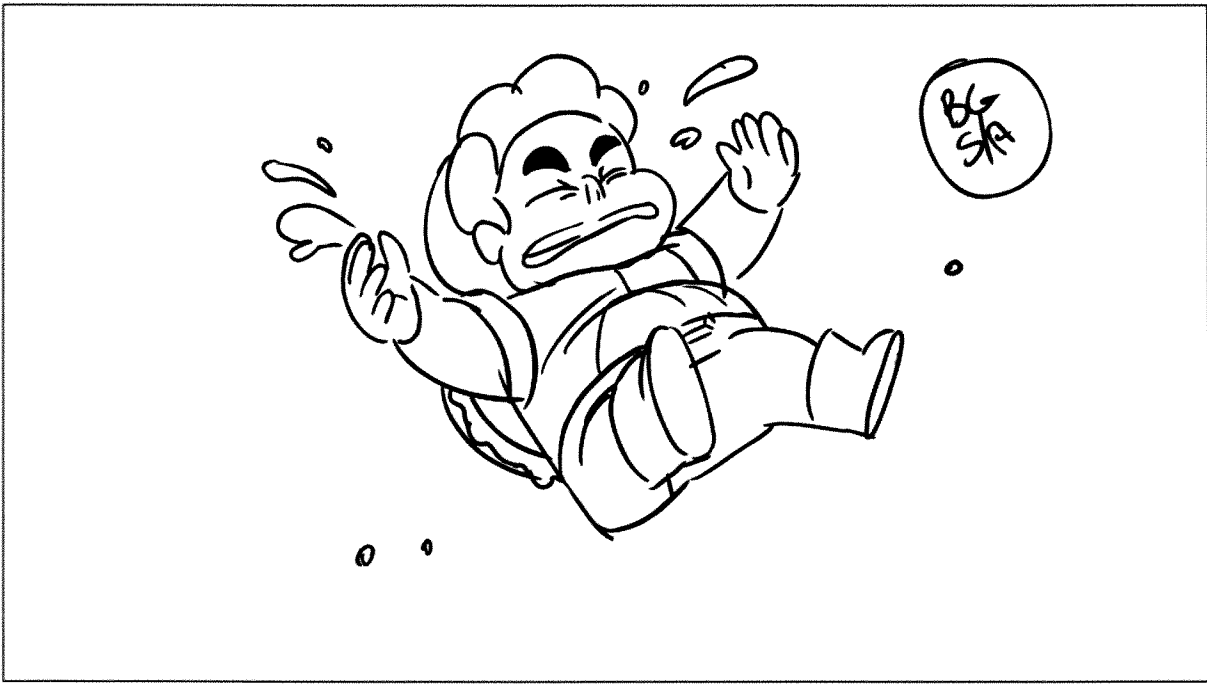
Scene	Panel
28	CONST 3



Scene	Panel
28	CONT 4

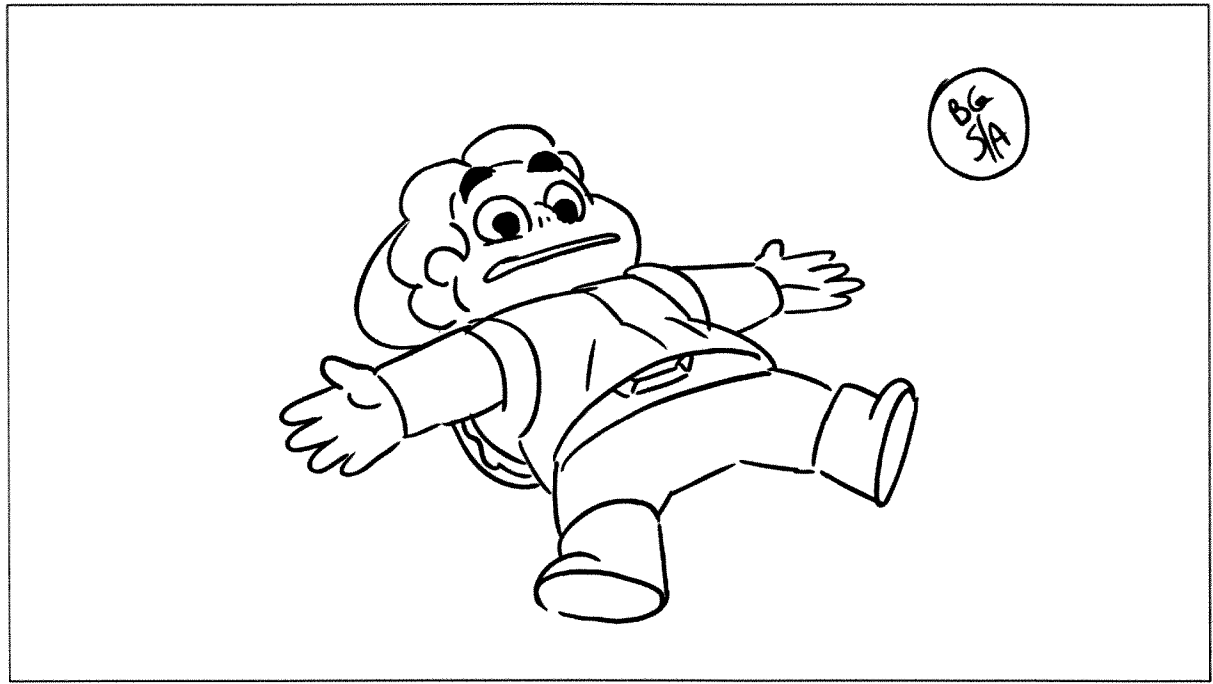


Scene	Panel
28	CONT
5	



Slugging
0.08

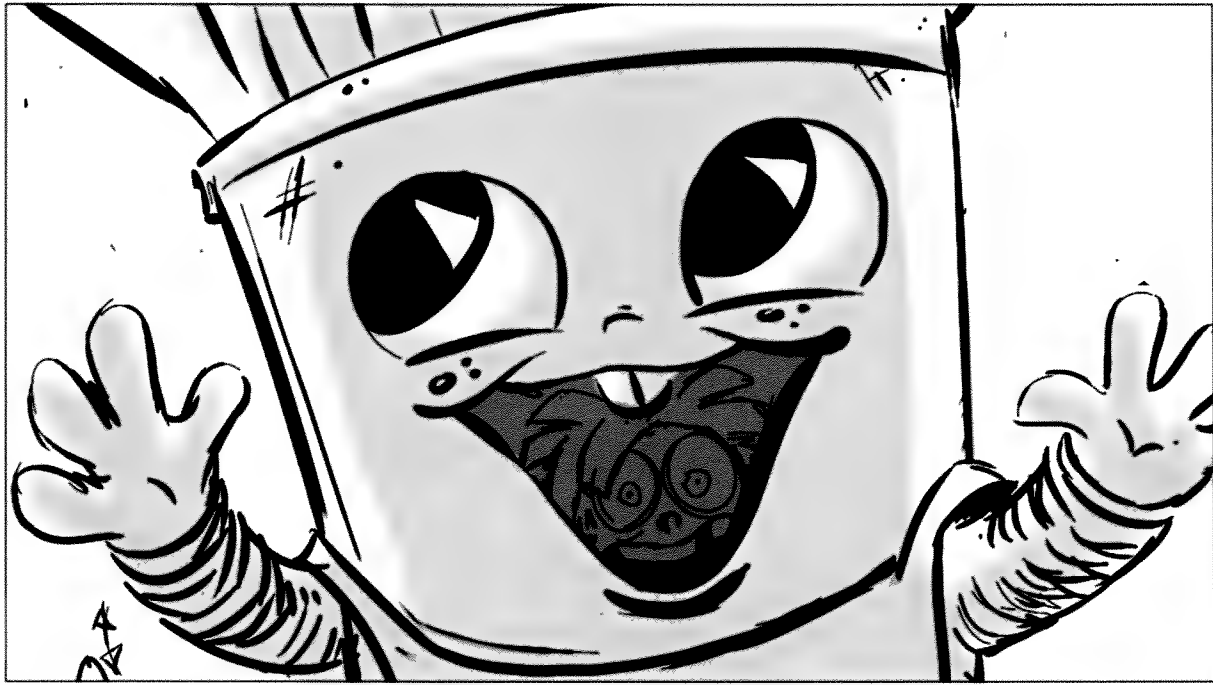
Scene	Panel
28	CONT
6	



Slugging
0.08

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Scene	Panel
29	1



Dialog

PEE DEE: AHHHHHHHHHH!!!!

Action Notes

Pee Dee Flailing arms up and down

Slugging

0.03

Scene	Panel
29	2



Dialog

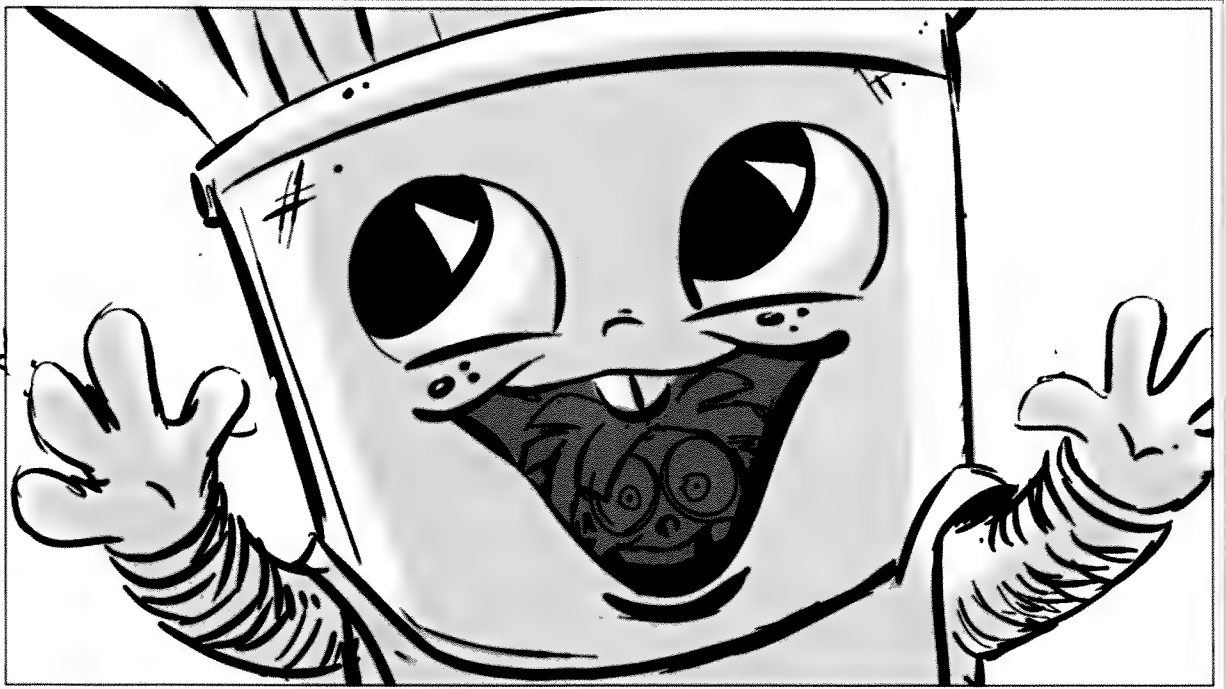
PEE DEE: PLEASE...

Slugging

0.06

MAY 20 2013

Scene	Panel
29	CONT 3



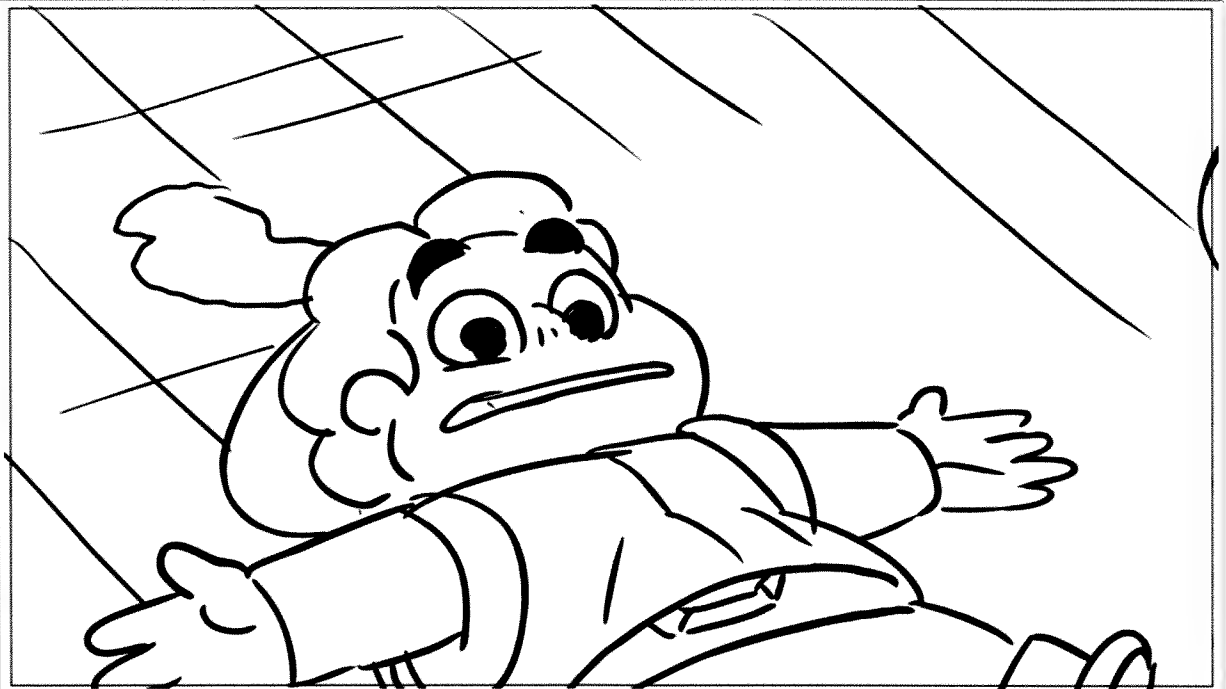
Dialog

PEE DEE: ...HELP ME! AHHHHHHHHHH!!!!!! GET THEM AWAY!

Slugging

2.05

Scene	Panel
30	1



Slugging

0.04

MAY 20 2013

Scene 30 Panel 2
CONT



Action Notes
Shadow lumbering towards Steven

Slugging
0.14

Scene 30 Panel 3
CONT



Dialog
PEE DEE (Off-Screen): OH PLEASE!!

STEVEN: AHHHHHHHHHH!!!!

Slugging
0.08

MAY 20 2013

Scene	Panel
30	4



Dialog

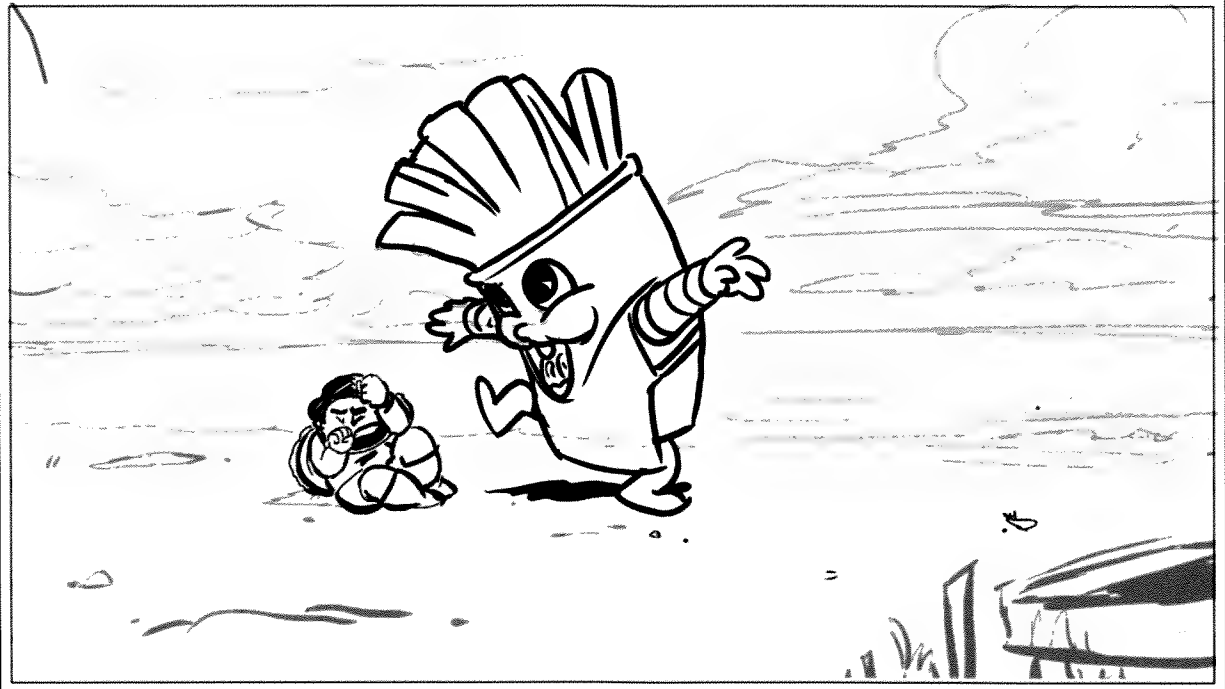
PEE DEE (Off-Screen): <SCREAMING>

STEVEN: AHHHHHHHHHH!!!!

Slugging

1.07

Scene	Panel
31	1



Dialog

PEE DEE: <SCREAMING>

Action Notes

PANELS 1 + 2 x 3

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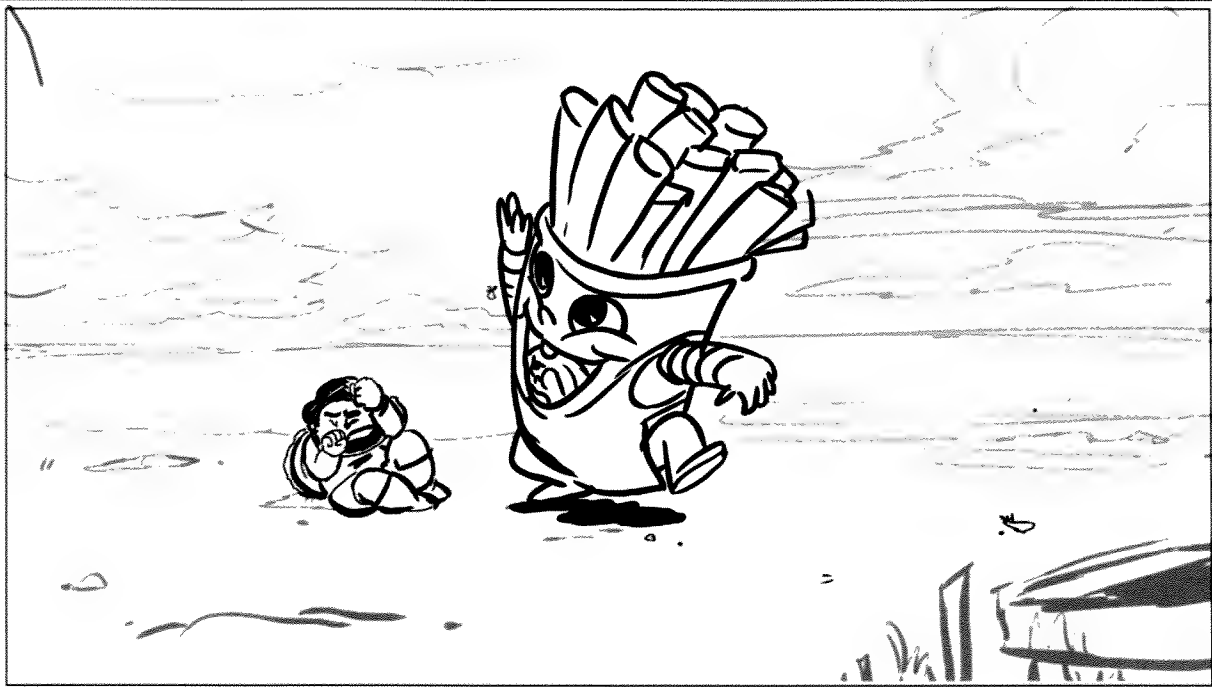
Slugging

Panels 1 + 2 x 3 = 0.08

1020-008

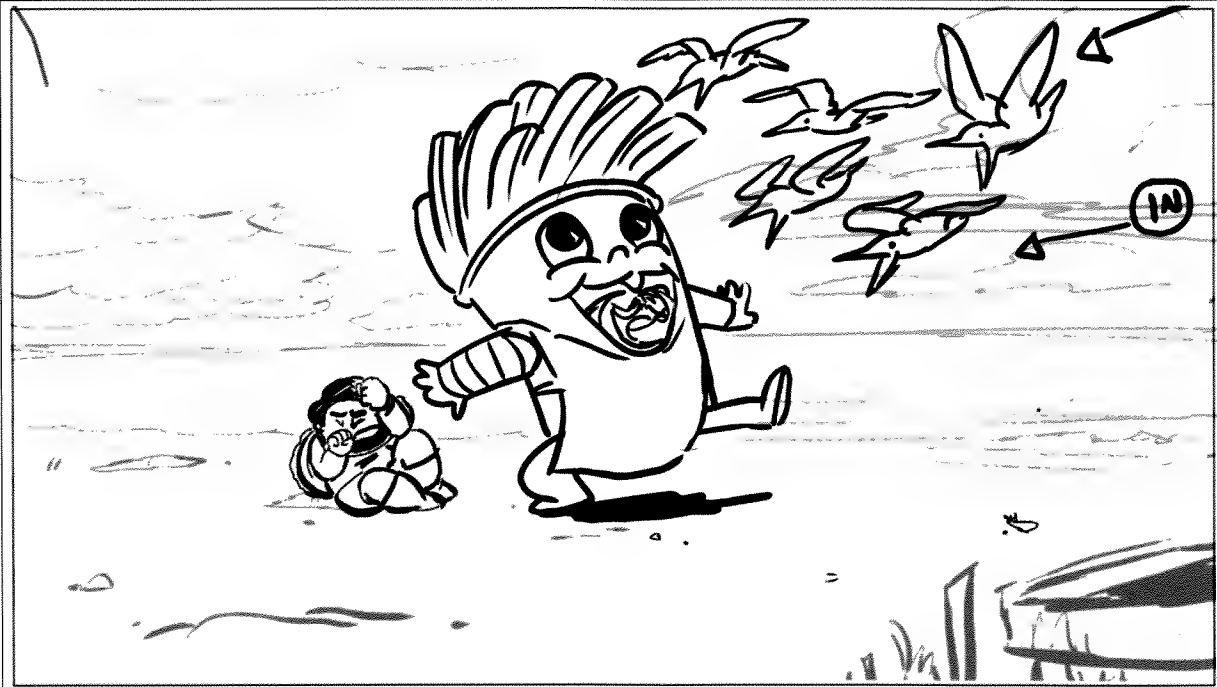
1020-008

Scene 31 Panel 2
CONT



Dialog
PEE DEE: <SCREAMING>

Scene 31 Panel 3
CONT



Dialog
PEE DEE: <SCREAMING>

Action Notes
Seagulls swoop in to attack

Slugging
0.11

MAY 20 2013

Scene 31 Panel 4

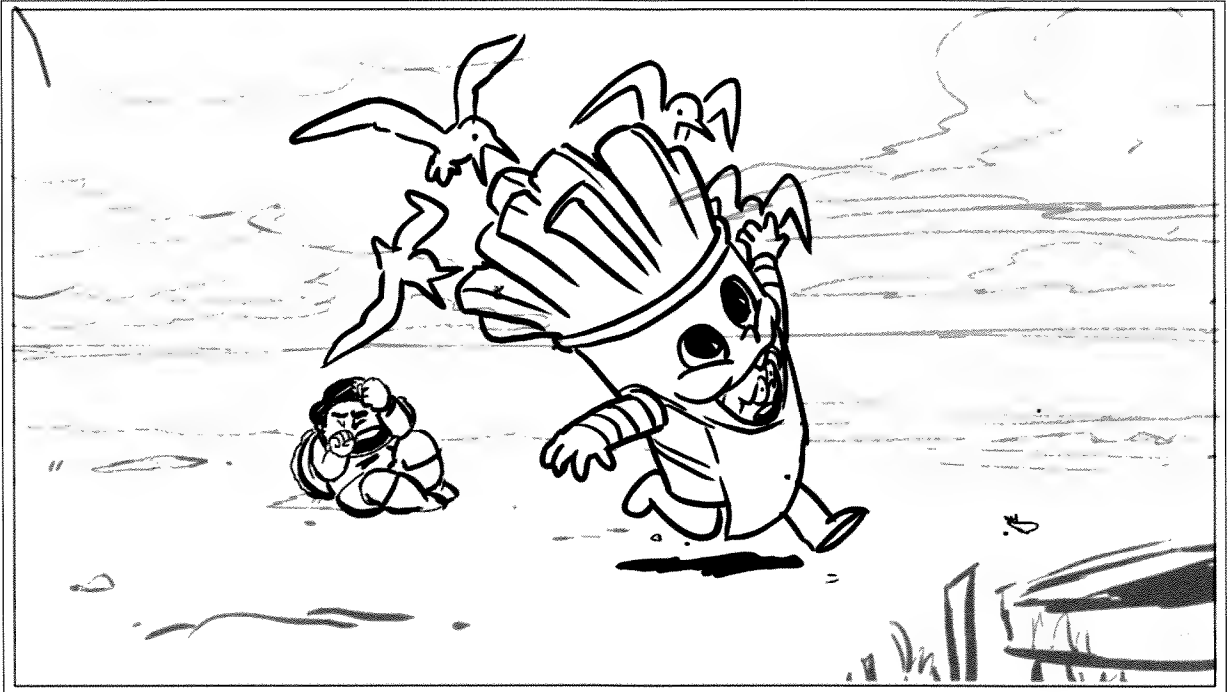


Dialog
PEE DEE: <SCREAMING>

Action Notes
Seagulls pecking at Peedee

Slugging
0.05

Scene 31 Panel 5



Dialog
PEE DEE: <SCREAMING>

Slugging
0.05
MAY 20 2013

Scene	Panel	
	31	CONT
		6



Dialog

PEE DEE: <SCREAMING>

Action Notes

Pee Dee Flails Arms

Slugging

0.06

Scene	Panel	
	31	CONT
		7



Dialog

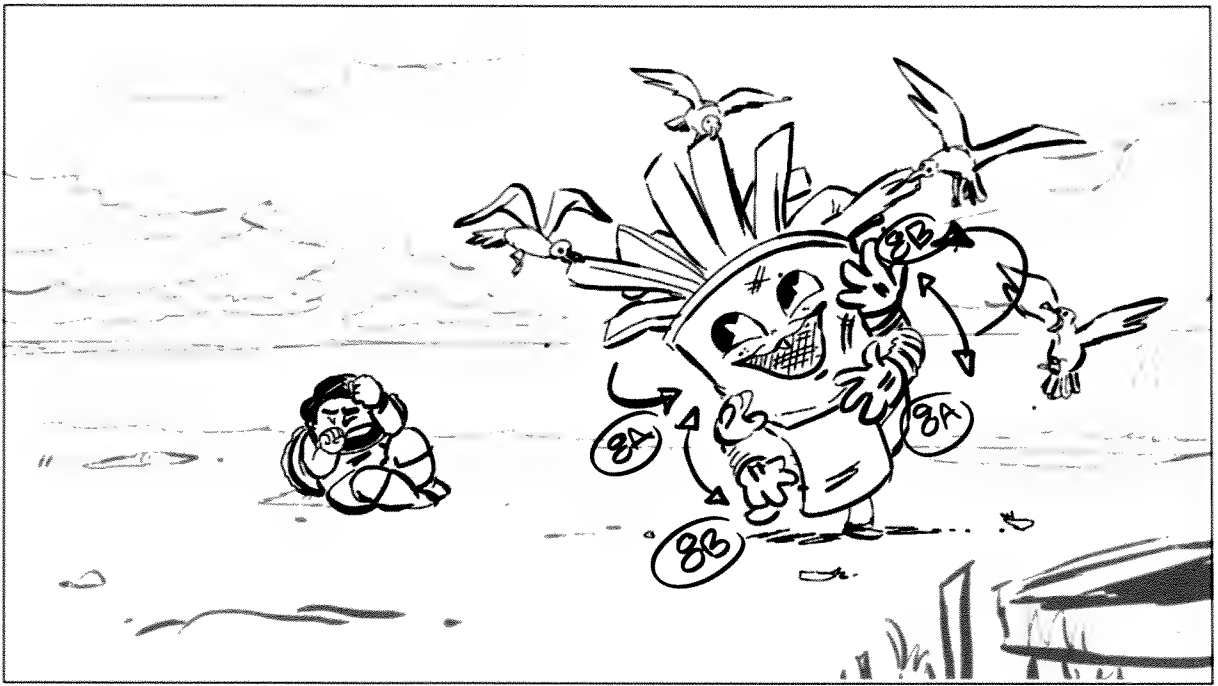
PEE DEE: <SCREAMING>

Slugging

0.06

MAY 20 2013

Scene 31 Panel 8
CONT



Dialog
PEE DEE: <SCREAMING>

Slugging
0.06

Scene 31 Panel 9
CONT



Dialog
PEE DEE: <SCREAMING>

Slugging
0.06
MAY 20 2013

1020-008

1020-008

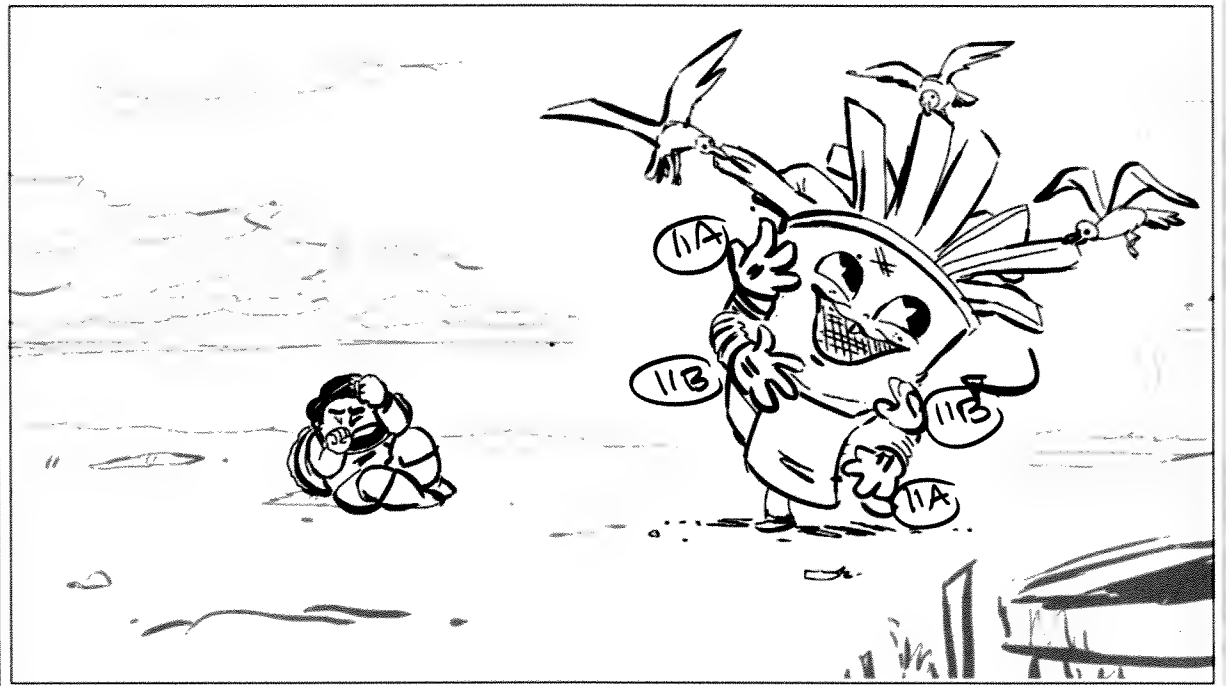
Scene 31 Panel 10
CONT



Dialog
PEE DEE: <SCREAMING>

Slugging
0.06

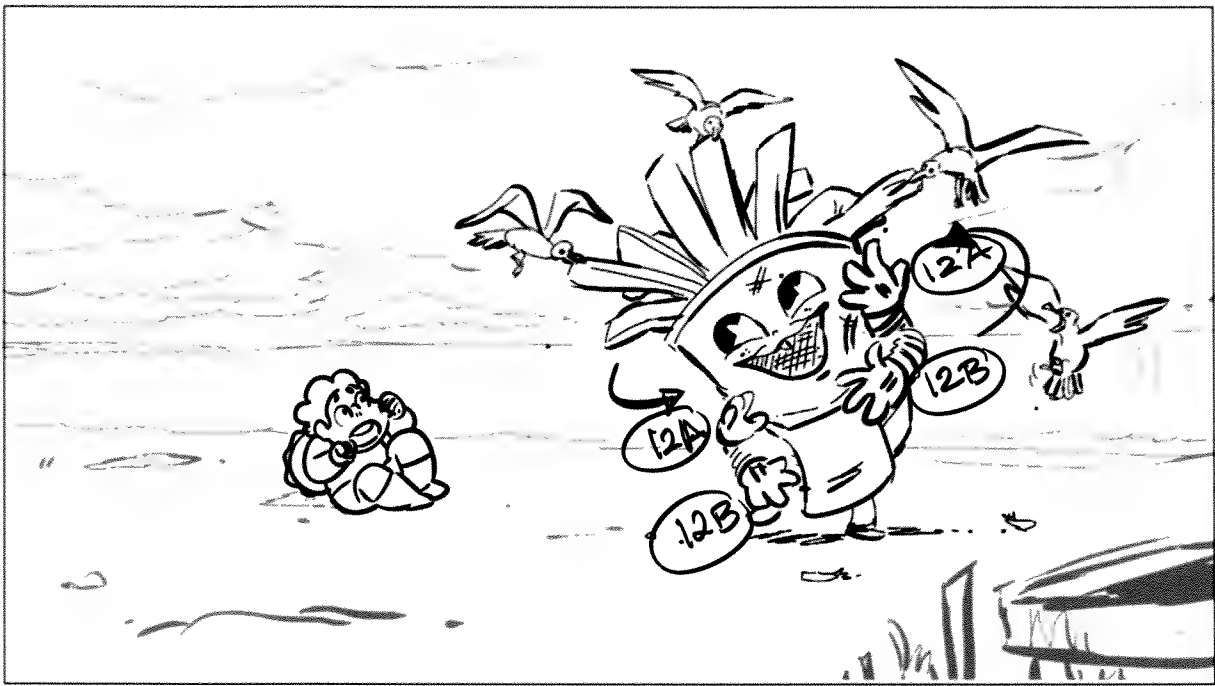
Scene 31 Panel 11
CONT



Dialog
PEE DEE: <SCREAMING>

Slugging
0.06
MAY 20 2013

Scene 31 Panel 12
CONT



Dialog
PEE DEE: <SCREAMING>

Slugging
0.05

Scene 31 Panel 13
CONT

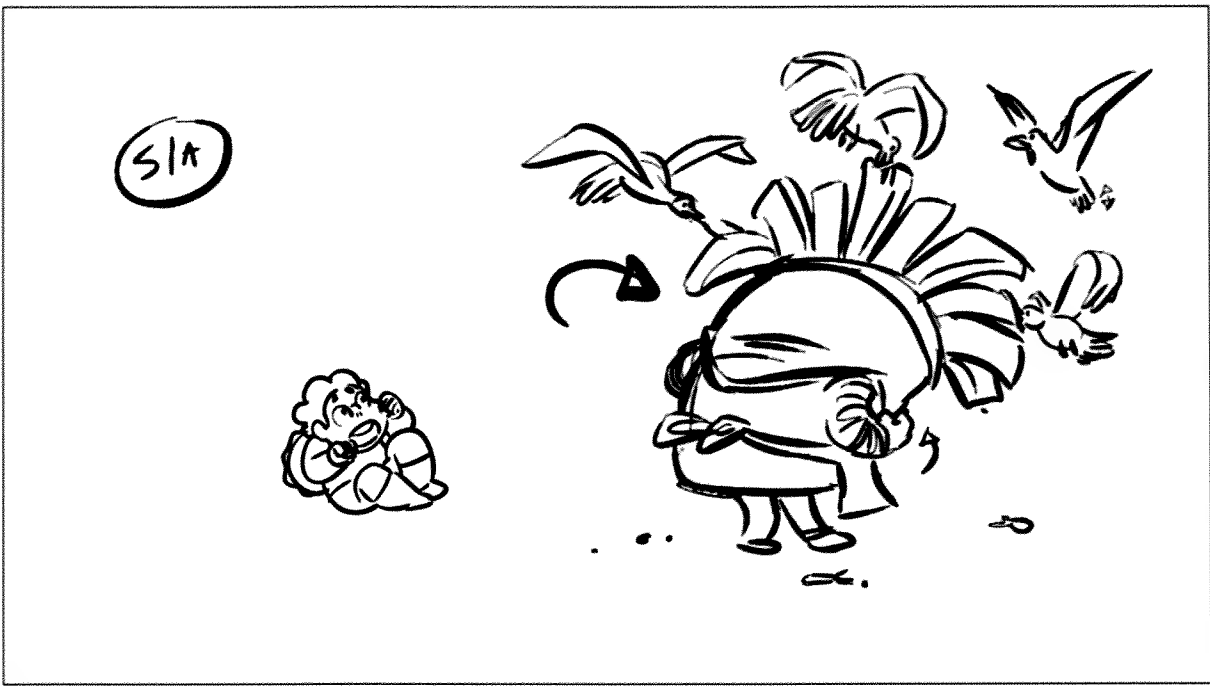


Dialog
PEE DEE: <SCREAMING>

Slugging
0.12

MAY 20 2013

Scene	Panel	
31	CONT	14



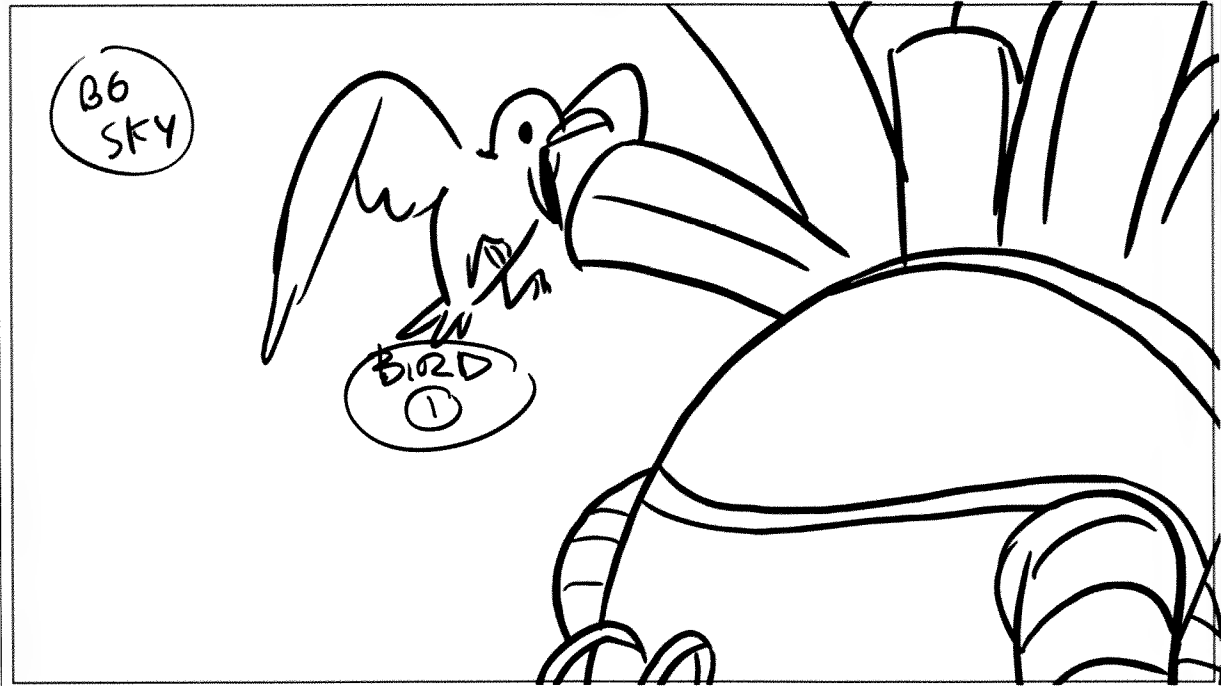
Dialog

PEE DEE: <SCREAMING>

Slugging

0.05

Scene	Panel	
32		1



Dialog

PEE DEE: I'M NOT-

Slugging

Panels 1 + 2 = 1.15

MAY 20 2013

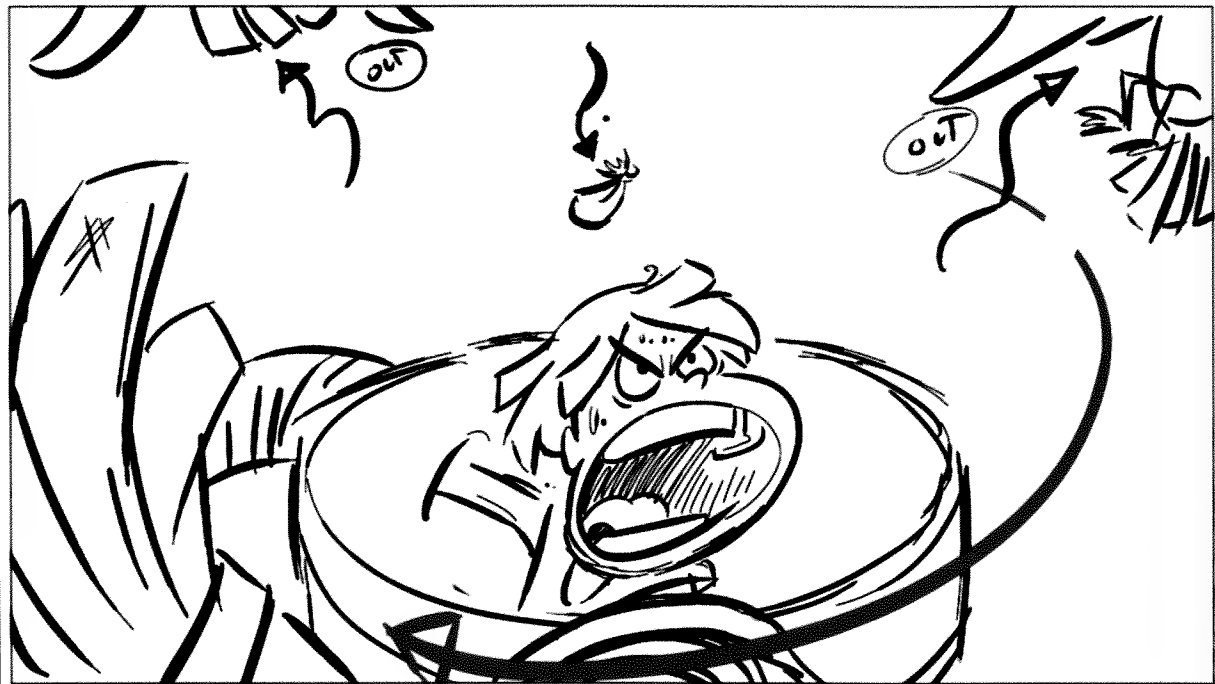
Scene	Panel	
	32	CONT
		2



Dialog
PEE DEE: I'M NOT-

Action Notes
Peedee pulls off Frybo mask

Scene	Panel	
	32	CONT
		3



Dialog
PEE DEE: FRIES!!

Action Notes
Peedee swings at seagulls

MAY 20 2013

Slugging
1.08

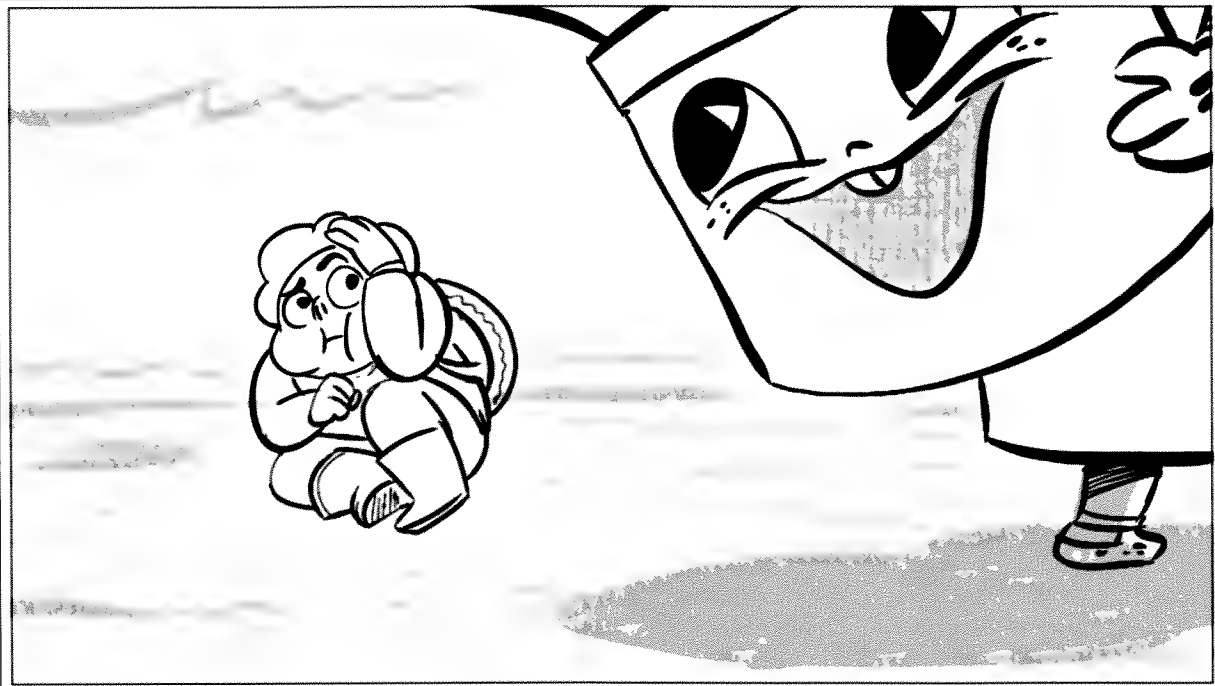
Scene	Panel
32	4



Dialog
PEE DEE: <HUFFING & PUFFING>

Slugging
2.12

Scene	Panel
33	1

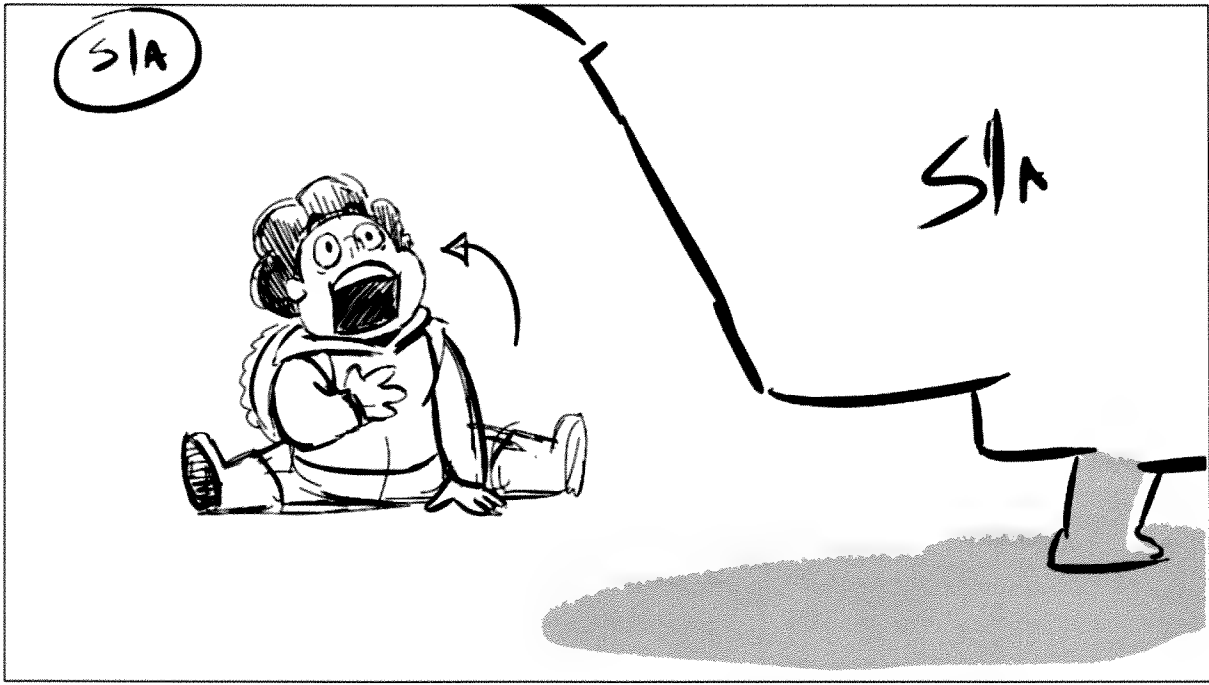


Dialog
PEE DEE: <HUFFING & PUFFING>

Slugging
1.05

MAY 20 2013

Scene	Panel
33	CONT 2



Dialog

STEVEN: -GASP-

Slugging

0.15

Scene	Panel
33	CONT 3

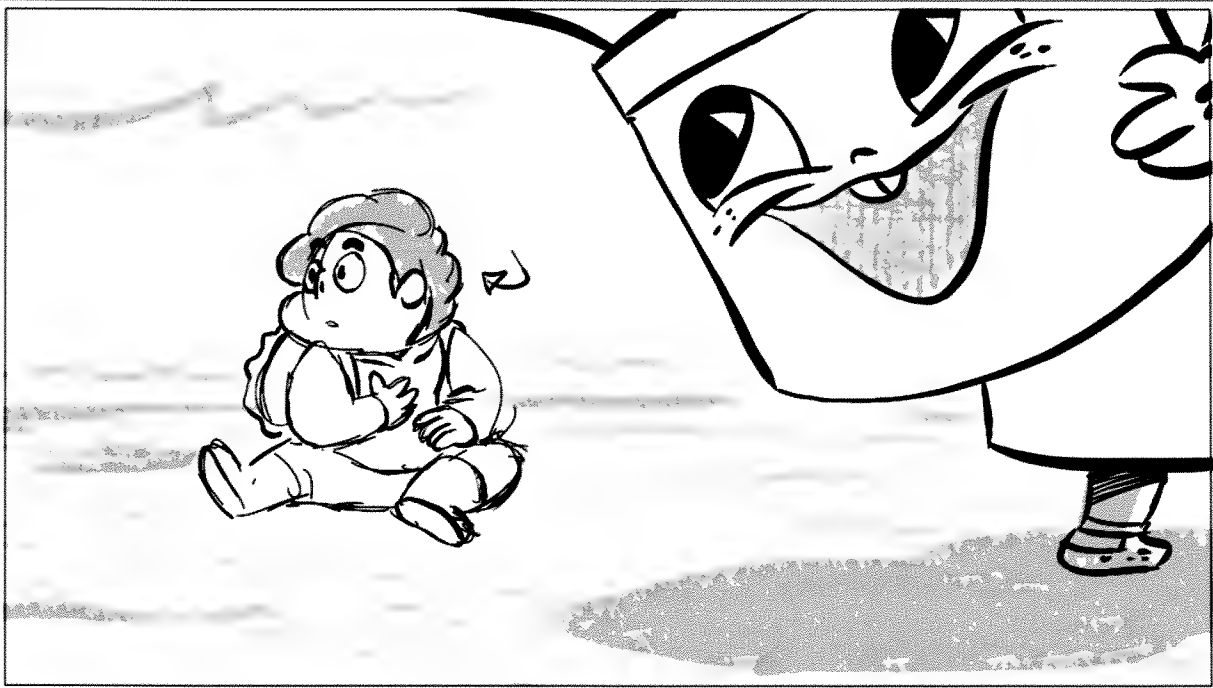


Slugging

1.07

MAY 20 2013

Scene	Panel
33	4



Dialog

DOOR OPENING NOISE

Slugging

0.06

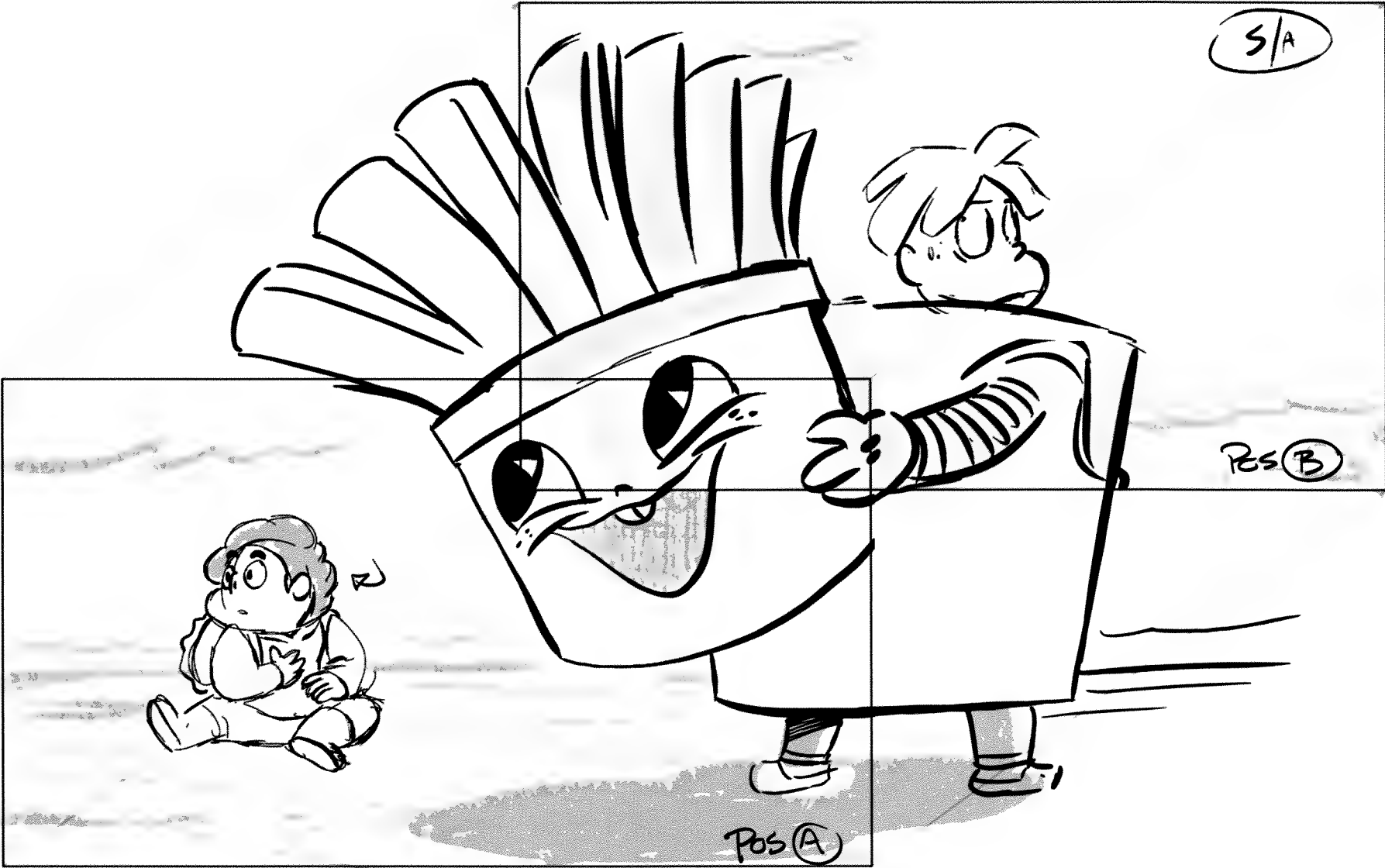
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Scene

Panel

33 CONT

5



Slugging
ADJ: 0.06

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HOLD: 0.01

Scene	Panel
	33cont 6



Slugging
Panels 2 + 3 = 1.00

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NO
SC
34

Scene 33 CONT Panel 7



Scene 35 Panel 1



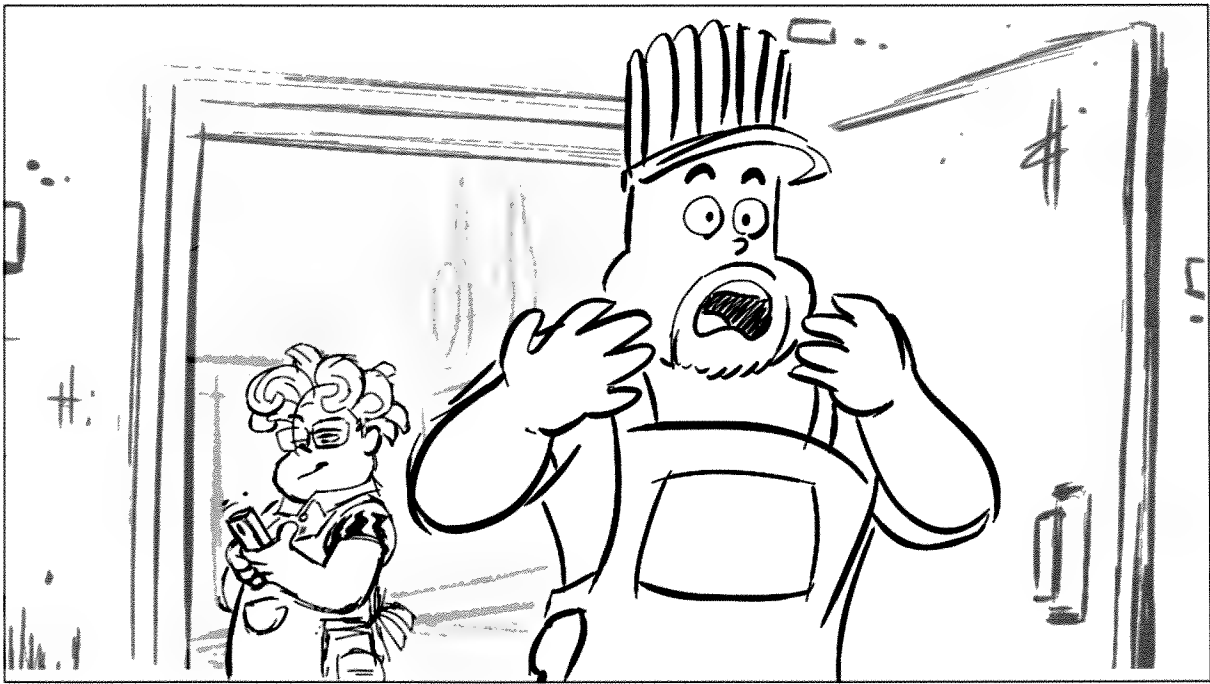
Dialog
FRYMAN: GASP!!

Slugging
1.13

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Scene	Panel
35	2
CONT	



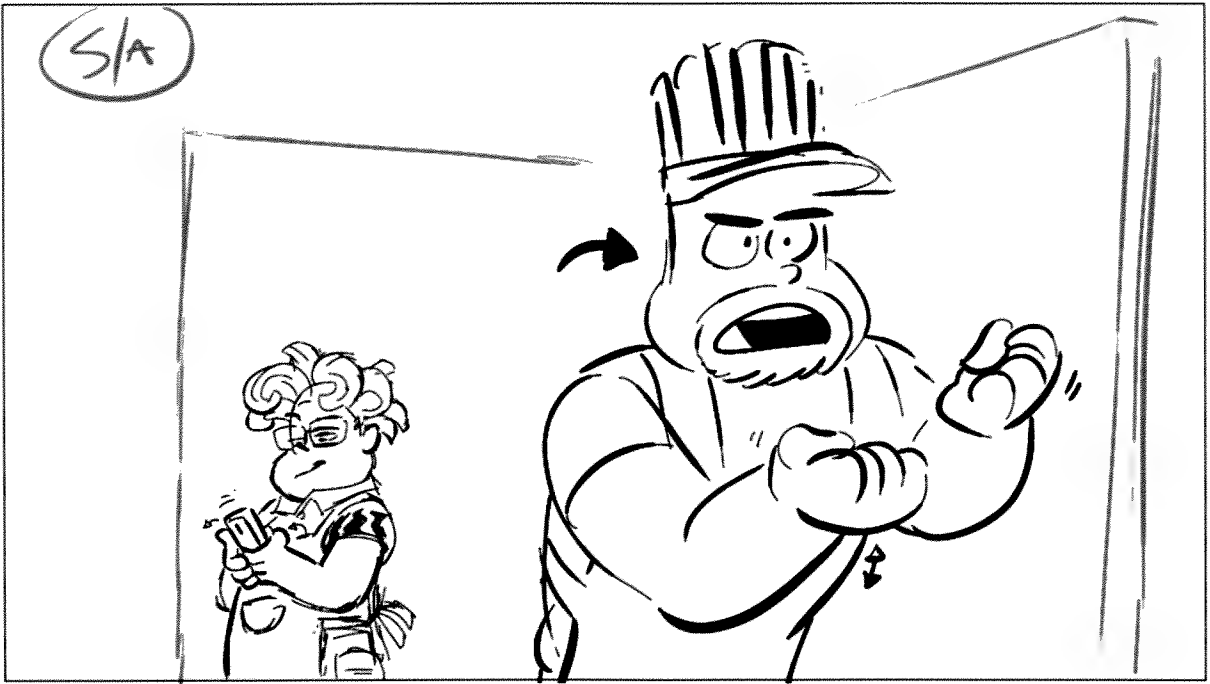
Dialog

FRYMAN: WHERE'S YOUR FACE, FRYBO...

Slugging

2.15

Scene	Panel
35	3
CONT	



Dialog

FRYMAN: BEING PART OF THE FRYMAN FAMILY MEANS...

Slugging

3.05

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Scene 35 Panel 4



Dialog
FRYMAN: ...YOU GOTTA SELL FRIES!

Slugging
2.13

Scene 35 Panel 5



Dialog
FRYMAN: ... AND BE MY SON.

Slugging
1.15

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Scene	Panel
35	CONT
6	



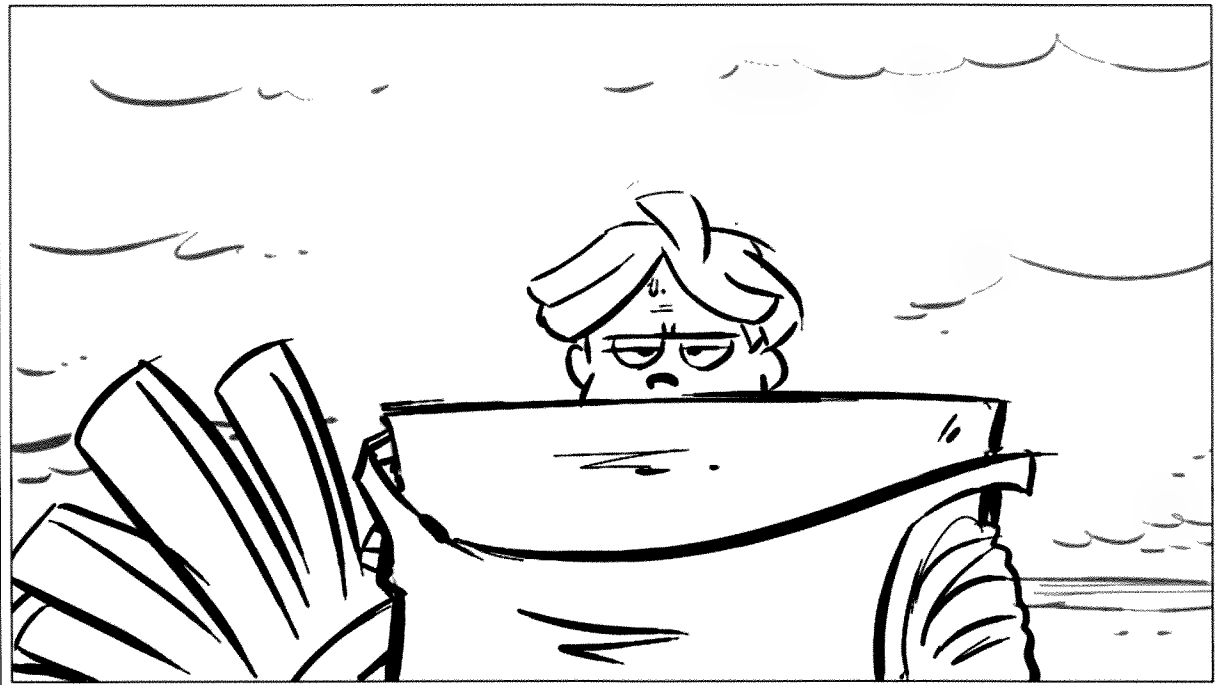
Dialog

FRYMAN: WHICH YOU ARE.

Slugging

1.03

Scene	Panel
36	1



Slugging

0.04

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Scene	Panel	
36	CONT	2



Slugging
0.15

Scene	Panel	
36	CONT	3



Slugging
1.00

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Scene	Panel
37	1



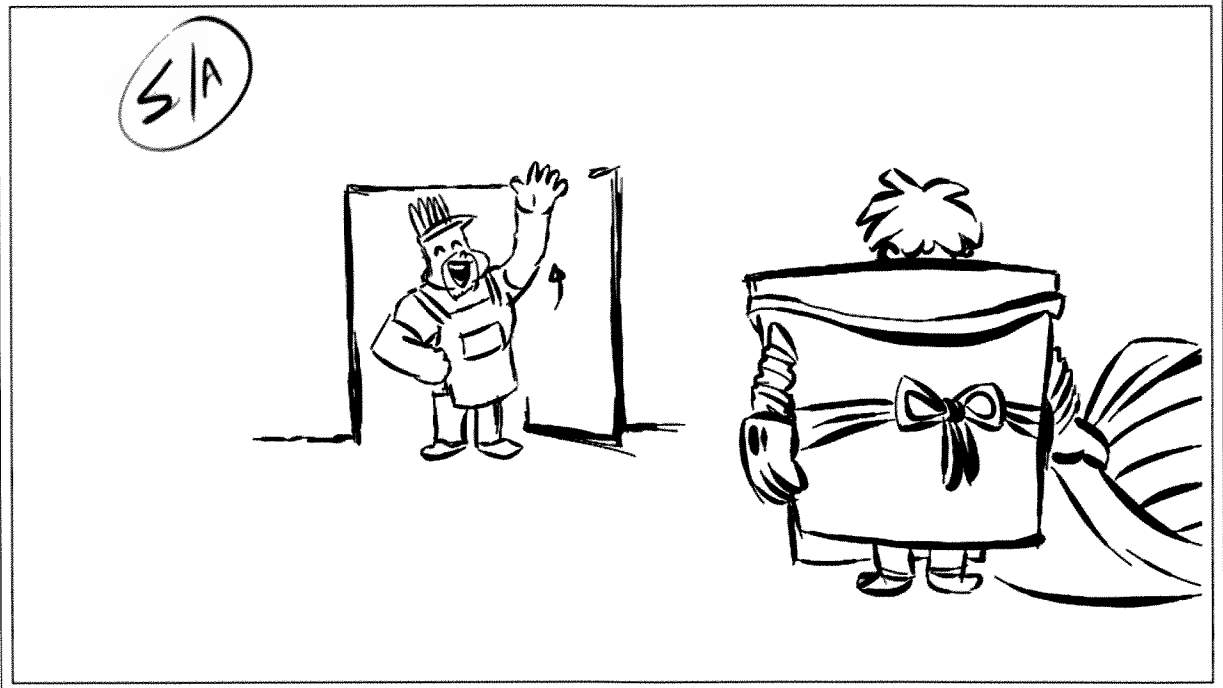
Dialog

FRYMAN: SO...

Slugging

1.14

Scene	Panel
37	2



Dialog

FRYMAN: YOU'RE ALREADY HALFWAY THERE!

Slugging

2.06

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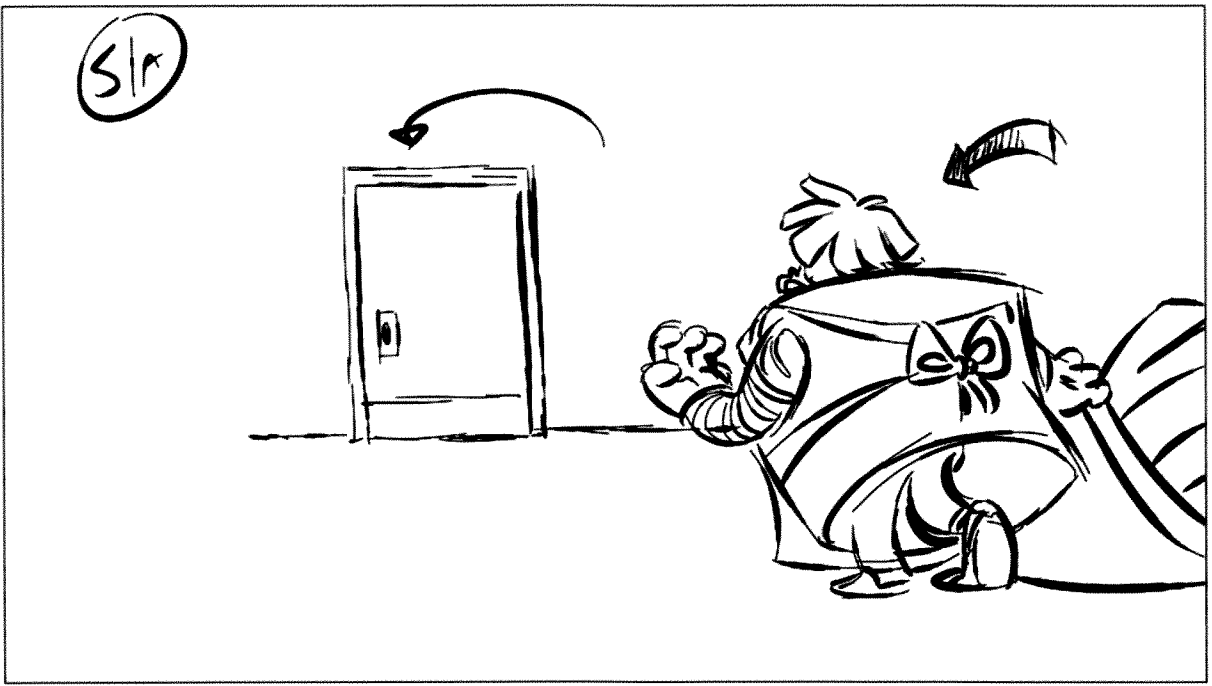
Scene	Panel	
	37	CONT
		3



Dialog
FRYMAN: KEEP AT IT, FRYBO!

Slugging
2.04

Scene	Panel	
	37	CONT
		4



Dialog
PEE DEE: I'M PEE-

Slugging
1.15

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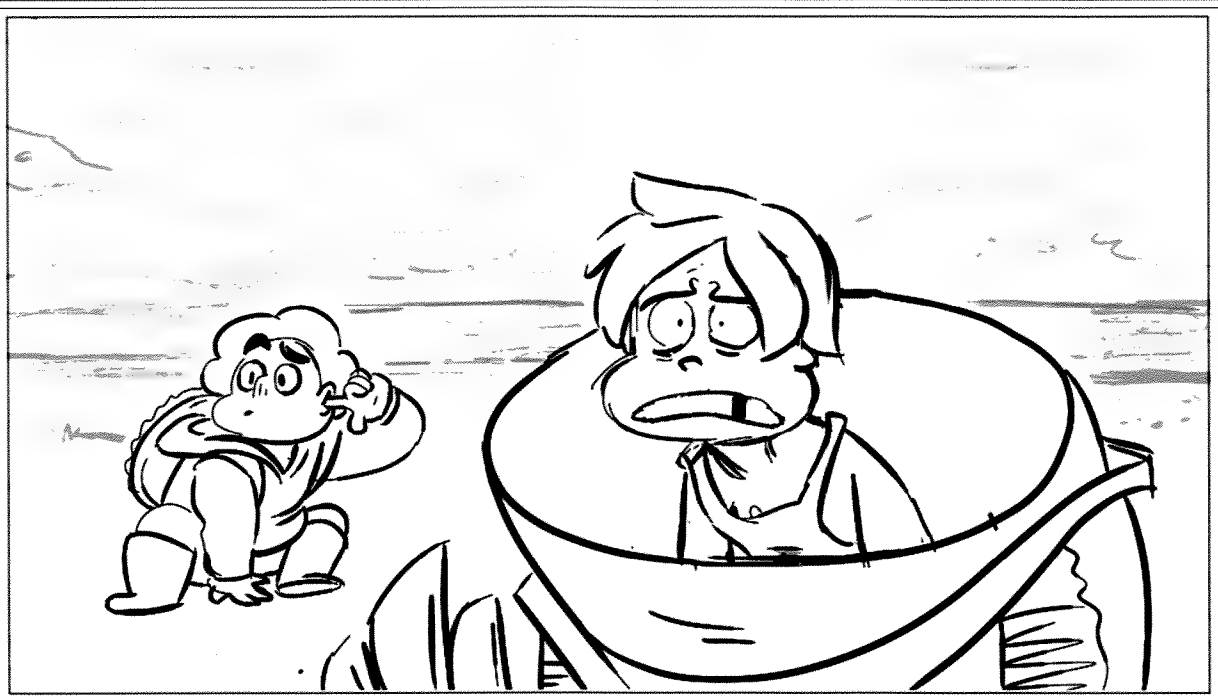
Scene	Panel
37	5



Dialog
SEE DEE: (*WILTS) DEE.

Slugging
1.15

Scene	Panel
38	1



Slugging
1.08

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Scene 38 Panel 2
CONT

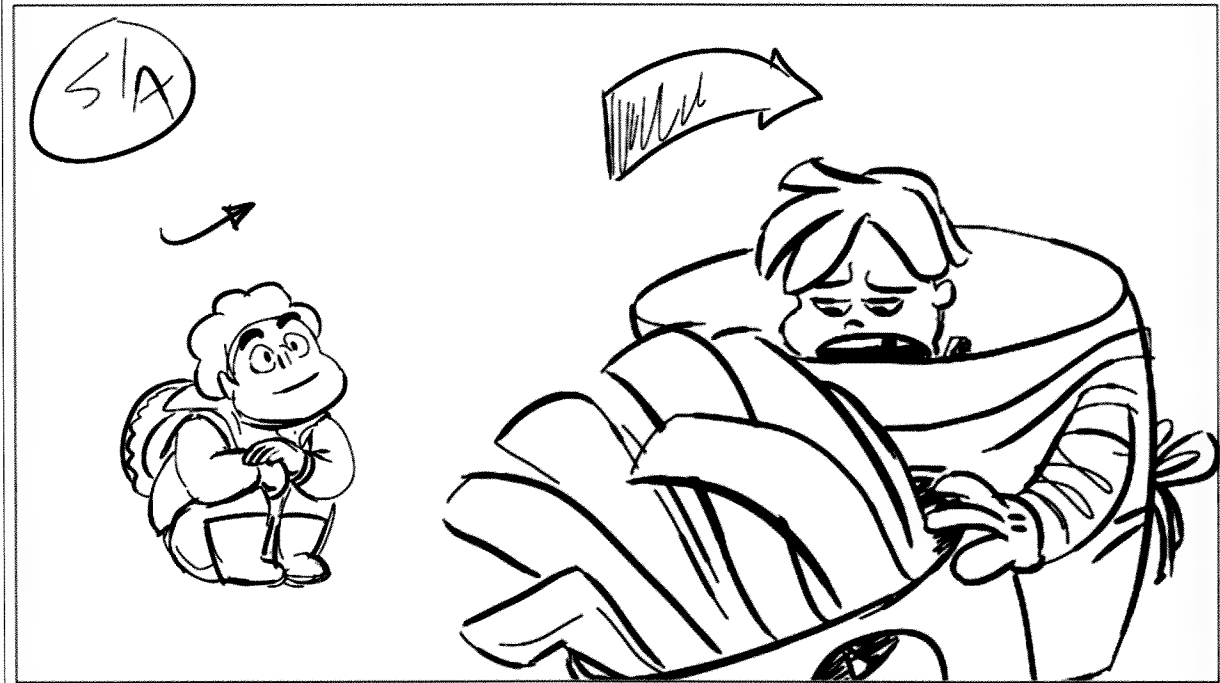


Dialog
STEVEN: (*HAPPILY) HI PEE DEE!

Action Notes
STEVEN waves

Slugging
1.14

Scene 38 Panel 3
CONT



Dialog
PEE DEE: WHEN I TOLD MY DAD I WANTED TO BE PART OF THE FAMILY BUSINESS...

Action Notes
Pee Dee backs up

Slugging
8.01

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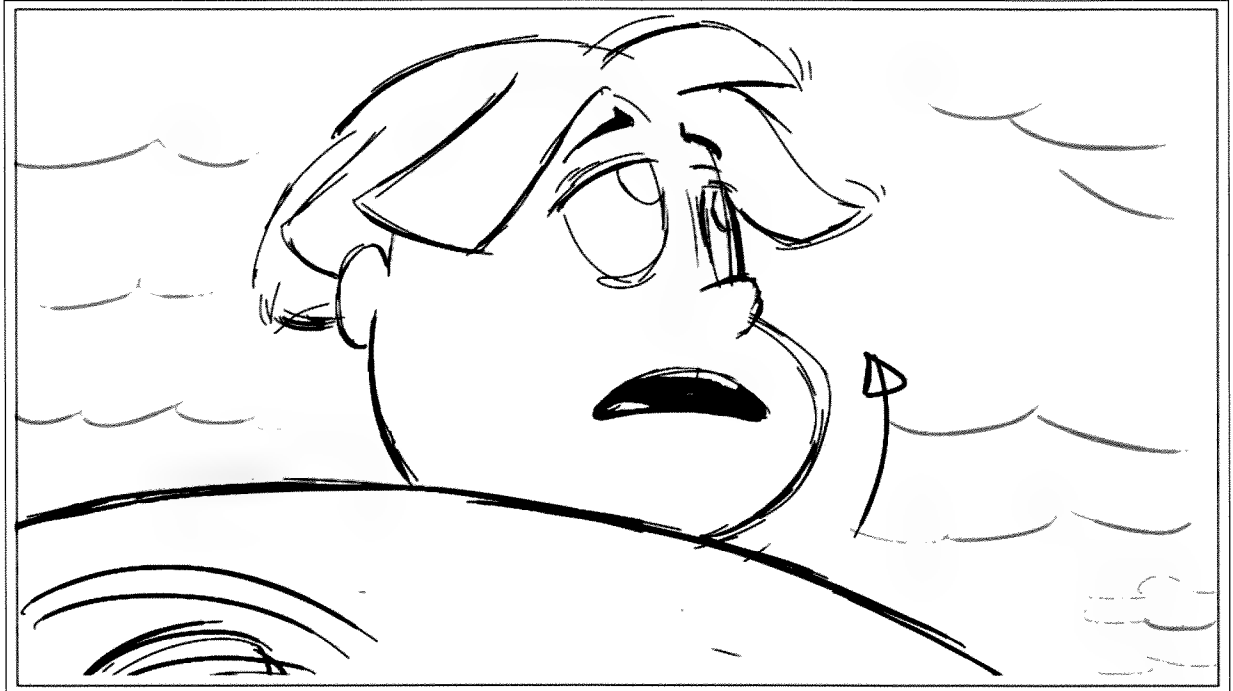
Scene	Panel
39	1



Dialog
PEE DEE: I DIDN'T THINK -

Slugging
Panels 1 + 2 = 2.02

Scene	Panel
39	2



Dialog
PEE DEE: -THAT MEANT BEING...

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Scene	Panel	
	39	3
<i>CONT</i>		
		
Dialog PEE DEE: ...STUCK...		
Slugging 1.03		

Scene	Panel	
	39	4
<i>CONT</i>		
		
Dialog PEE DEE: ...IN A SWEATY OLD COSTUME.		
Slugging 2.09		

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Scene	Panel
40	1



Slugging
0.04

Scene	Panel
40	2



Slugging
1.02

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Scene	Panel
41	1



Slugging
Panels 1 + 2 = 1.05

Scene	Panel
41	2



Dialog
PEE DEE: THINGS USED ...

Action Notes
PeeDee put Frybo mask back on

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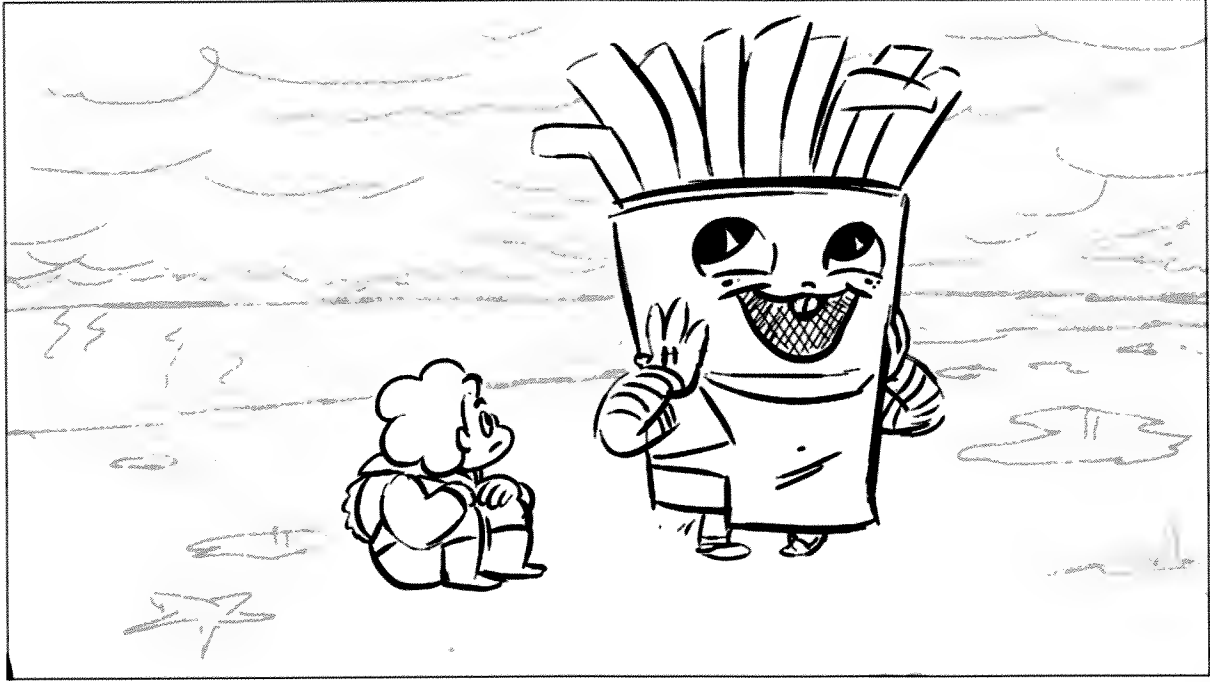
Scene	Panel
41	3



Dialog
PEE DEE: ...TO BE DIFFERENT, STEVEN.

Slugging
1.10

Scene	Panel
42	1



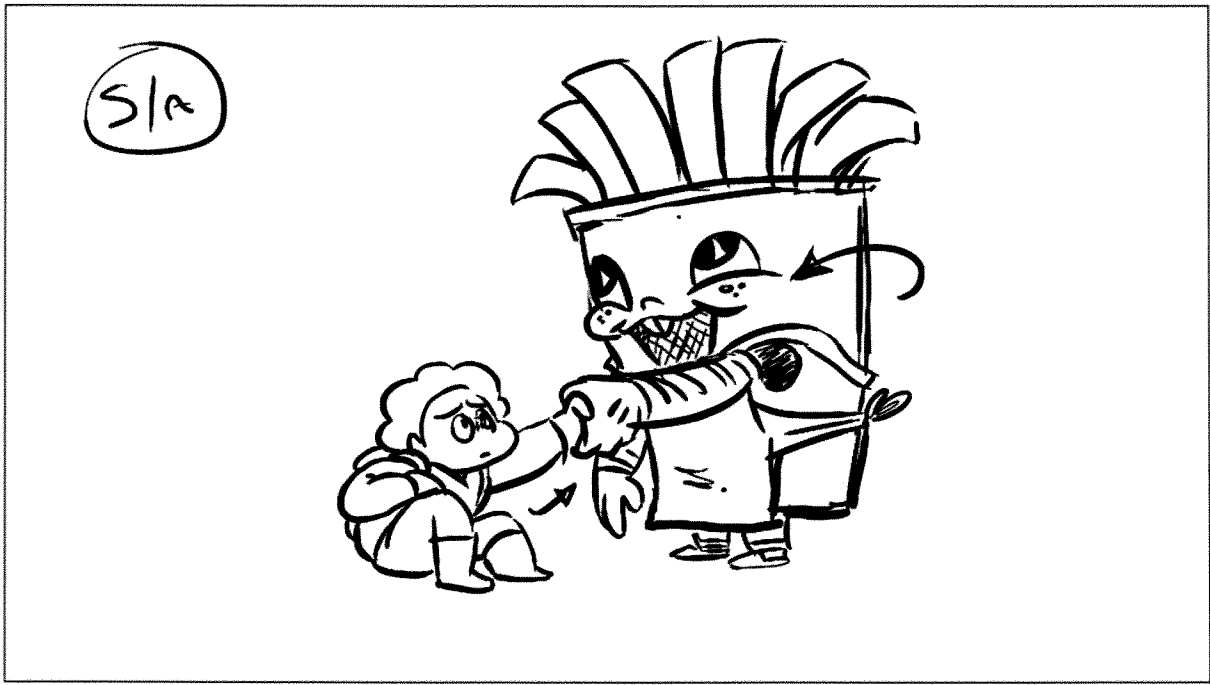
Dialog
PEE DEE: NOTHIN TO WORRY ABOUT BACK THEN...

Slugging
3.02

Notes
TRACEBACK QUIVER

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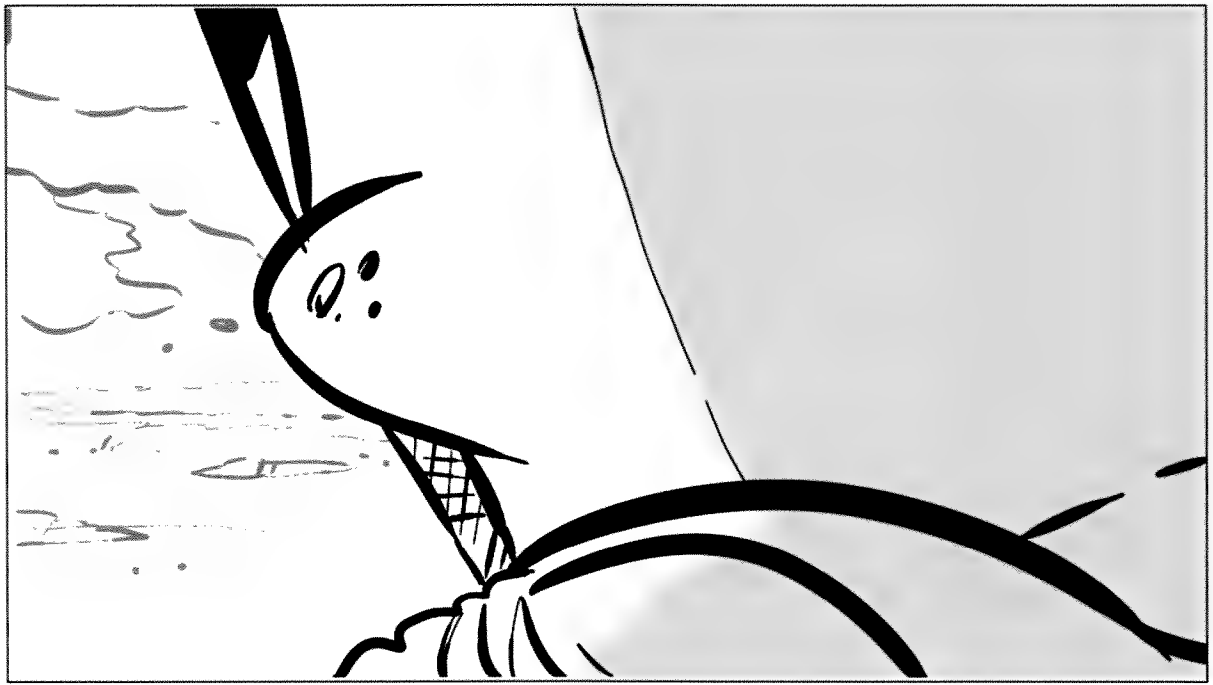
Scene	Panel
42	2



Dialog
PEE DEE: CEPT MAKING MYSELF DIZZY ON THE OLD SEA HORSE RIDE...

Slugging
4.01

Scene	Panel
43	1



Dialog
PEE DEE: ...AT FUN...

Slugging
0.07

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Scene	Panel
43	2



Dialog
PEE DEE: ...LAND.

Action Notes
PD pulls STEVEN up

Slugging
0.11

Scene	Panel
43	3



Slugging
1.12

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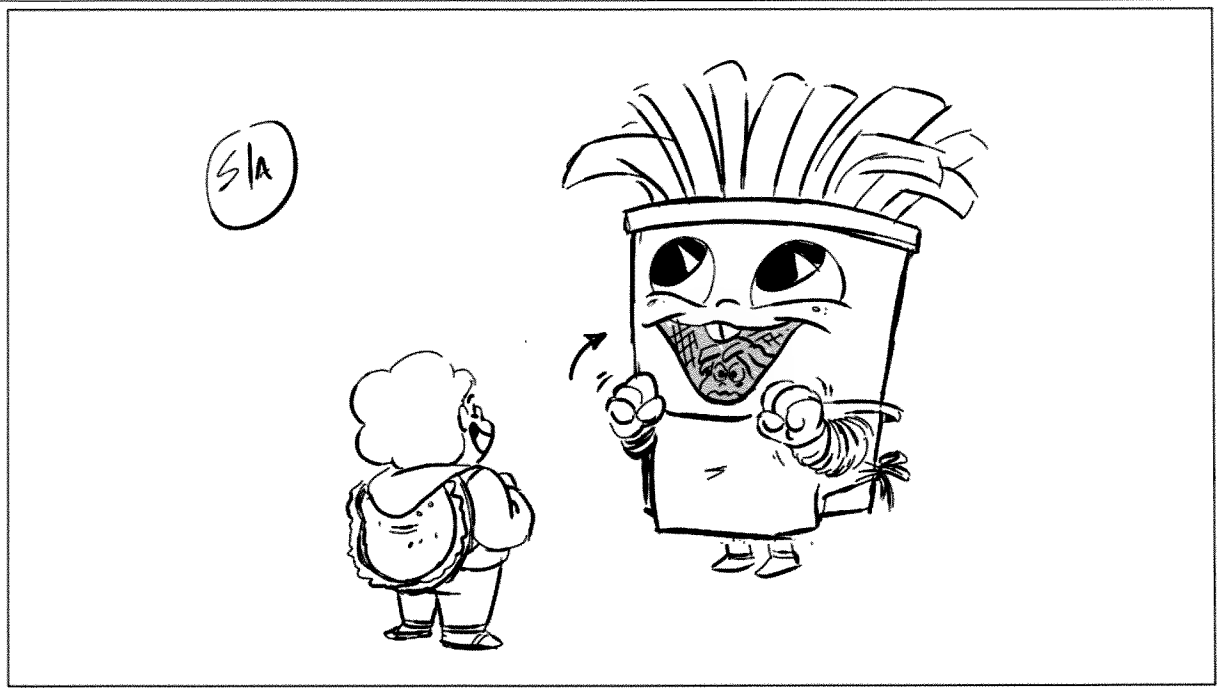
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Scene	Panel
43	4
CONT	
	
Dialog	
STEVEN: (*AMUSED) OH FRYBO. YOU'RE HILARIOUS.	
Action Notes	
STEVEN shakes his head	
Slugging	
3.13	

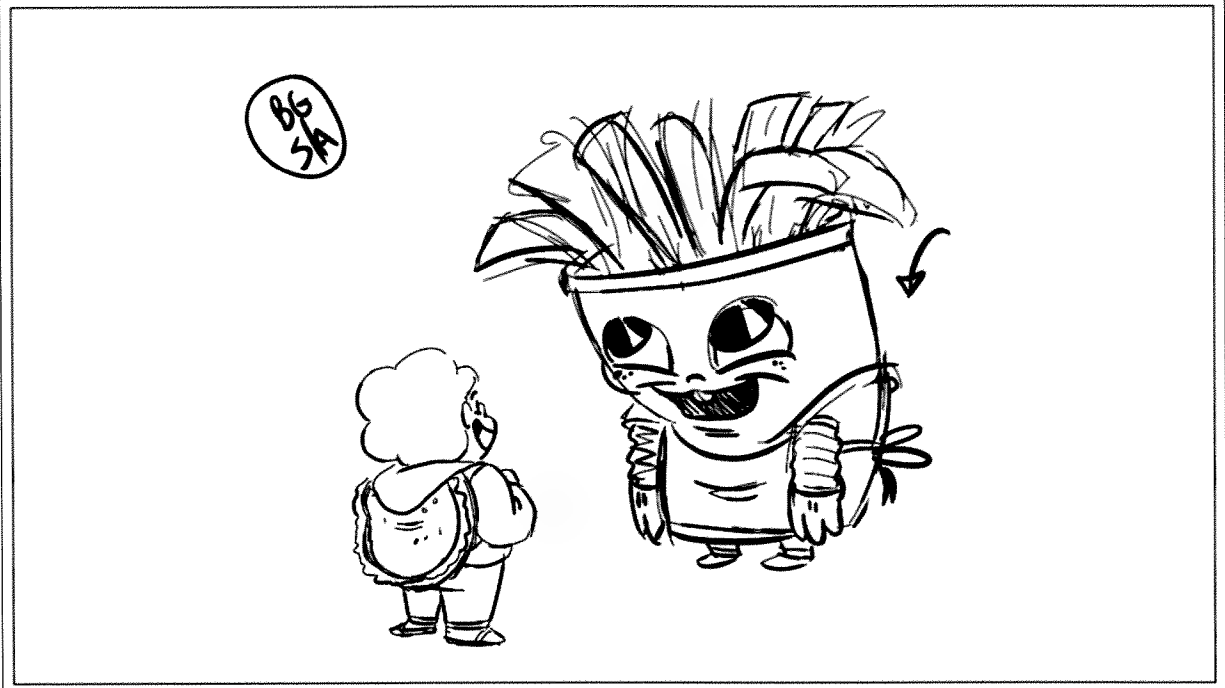
Scene	Panel
44	1
	
Slugging	
0.06	
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Scene 44 *cont* Panel 2



Slugging
0.11


Scene 44 *cont* Panel 3

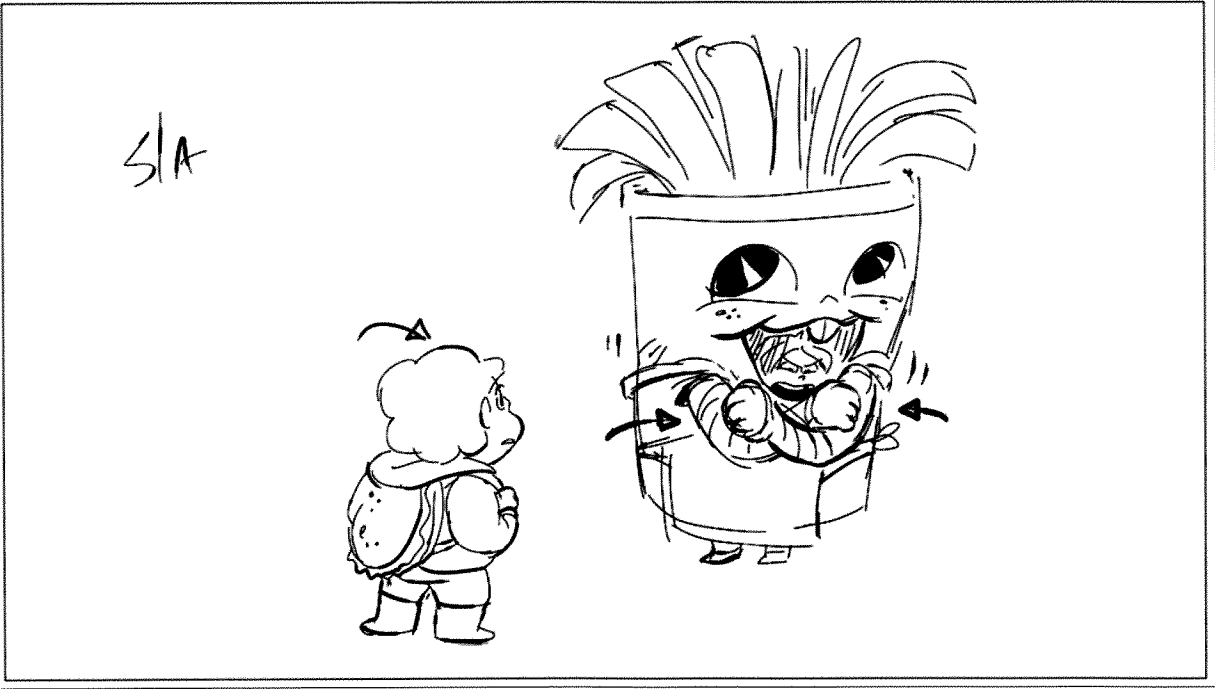


Dialog
PEE DEE: <SIGH>

Slugging
2.06

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Scene	Panel
44	4
CONT	
	
Dialog	
PEE DEE: I WISH THERE WAS A WAY FOR THIS COSTUME TO DO ITS JOB	
—	
Slugging	
4.07	

Scene	Panel
44	5
CONT	
	
Dialog	
PEE DEE: WITHOUT ME IN IT!	
Slugging	
3.00	

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Scene	Panel
45	1



Slugging
1.08

Scene	Panel
45	2



Dialog
STEVEN: MAYBE IT CAN PEE DEE,

Slugging
4.04

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Scene	Panel
45	CONT
	3



Slugging
0.06

Scene	Panel
45	CONT
	4

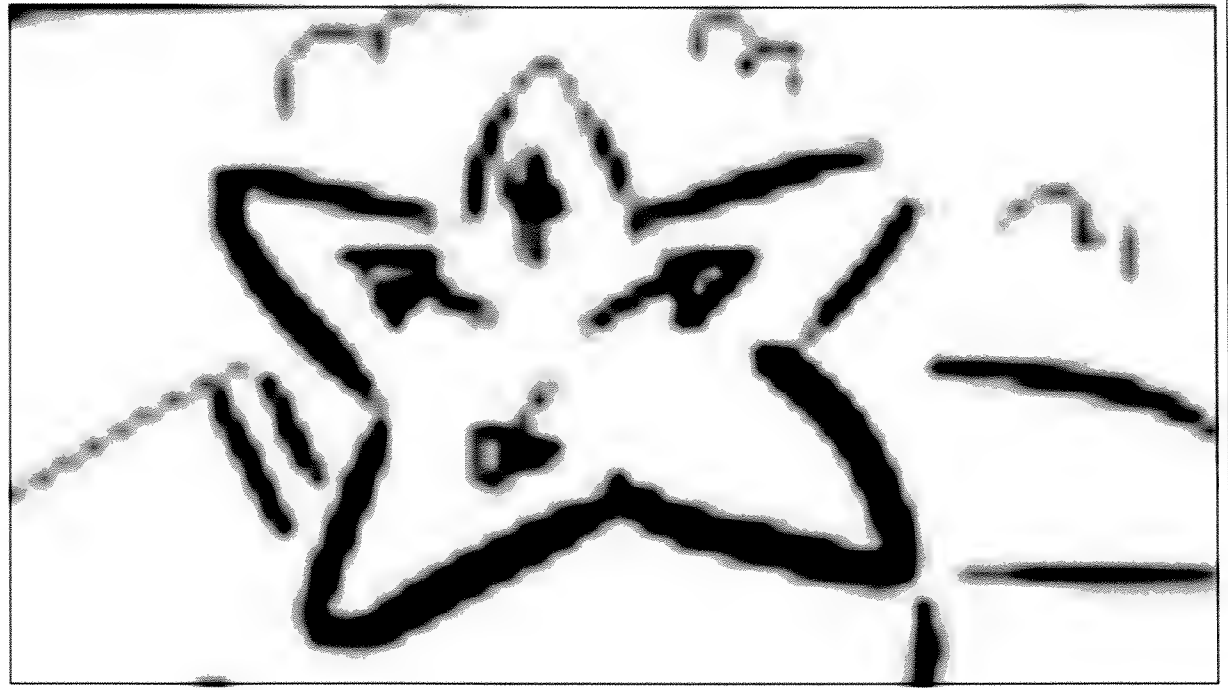


Dialog
STEVEN: MAYBE IT CAN!

Slugging
2.10

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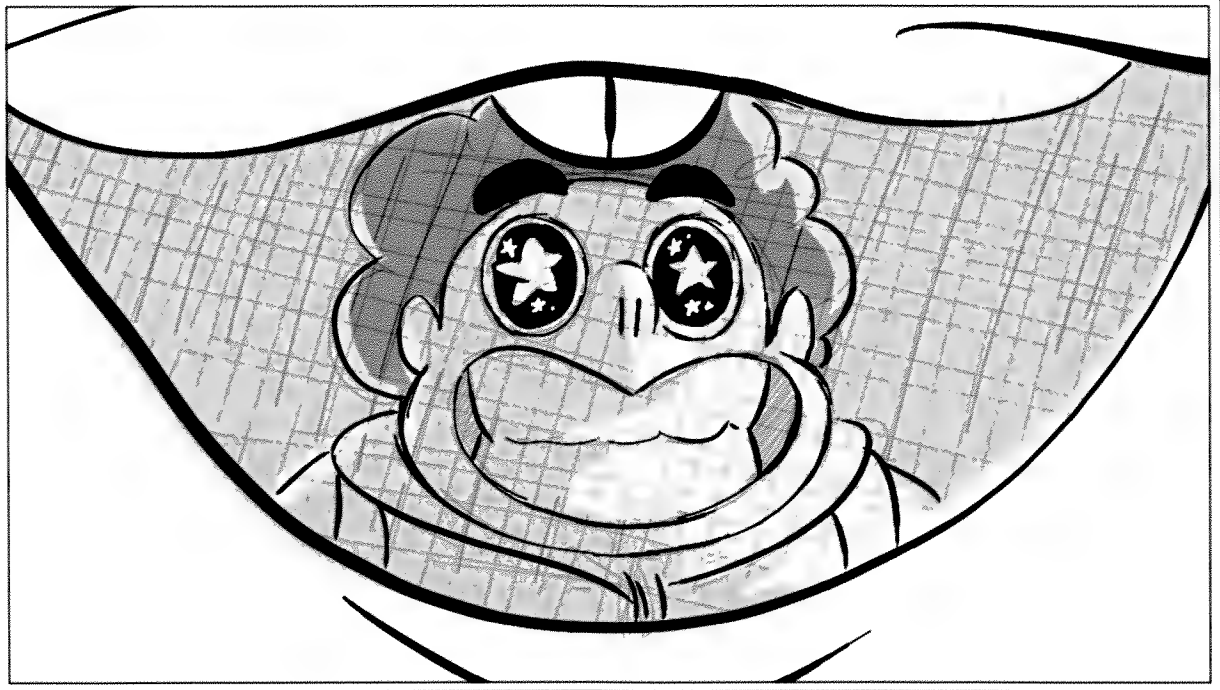
Scene	Panel
45	5



Action Notes
Star transition / zoom in and out

Slugging
1.03

Scene	Panel
45	6



Slugging
1.05

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Scene	Panel
46	1

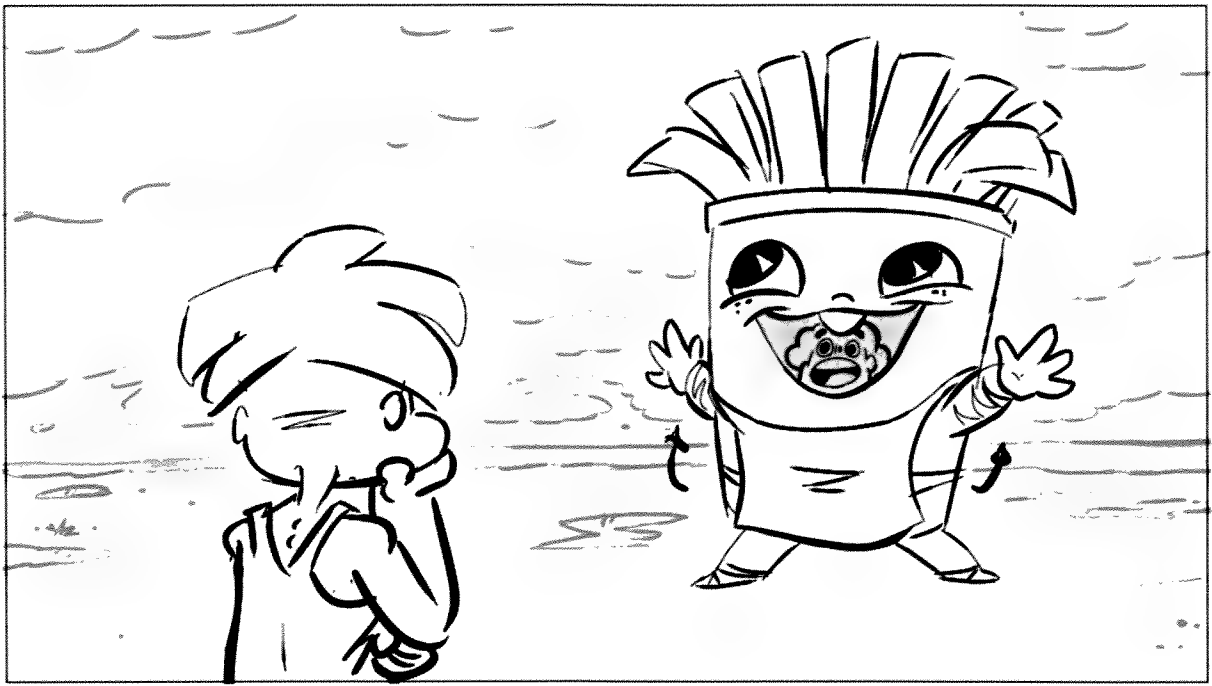


Dialog
STEVEN: <SINGING> OOOOH!!!

Slugging
Panels 1 to 3 = 3.11

Scene	Panel
46	2

CONT



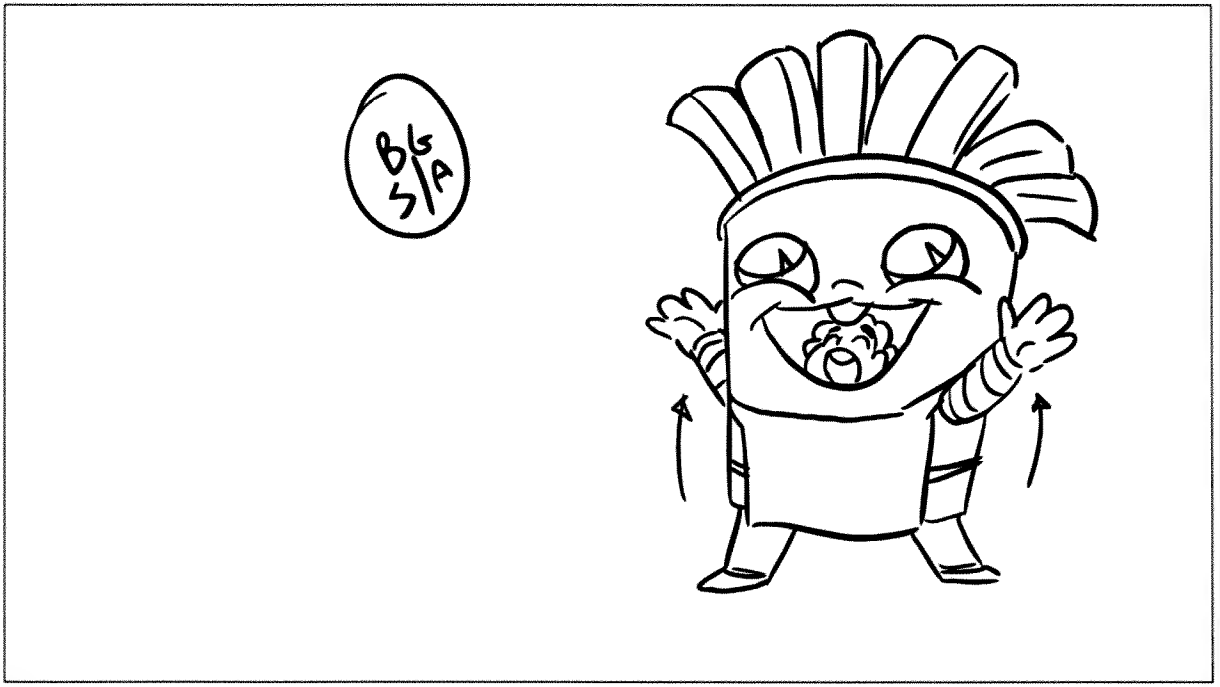
Dialog
STEVEN: <SINGING> OOOOH!!!

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Scene 46 Panel 3



Dialog
STEVEN: <SINGING> OOOOH!!!

Scene 46 Panel 4



Dialog
STEVEN: ARGH!!

Action Notes
SEAGULLS attack STEVEN suddenly

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Slugging
1.12

Scene	Panel
46	CONT 5

Dialog
STEVEN: ARGH!

Action Notes
Steven runs out of frame

Slugging
0.07

Scene	Panel
46	CONT 6

Dialog
STEVEN: ARGH!

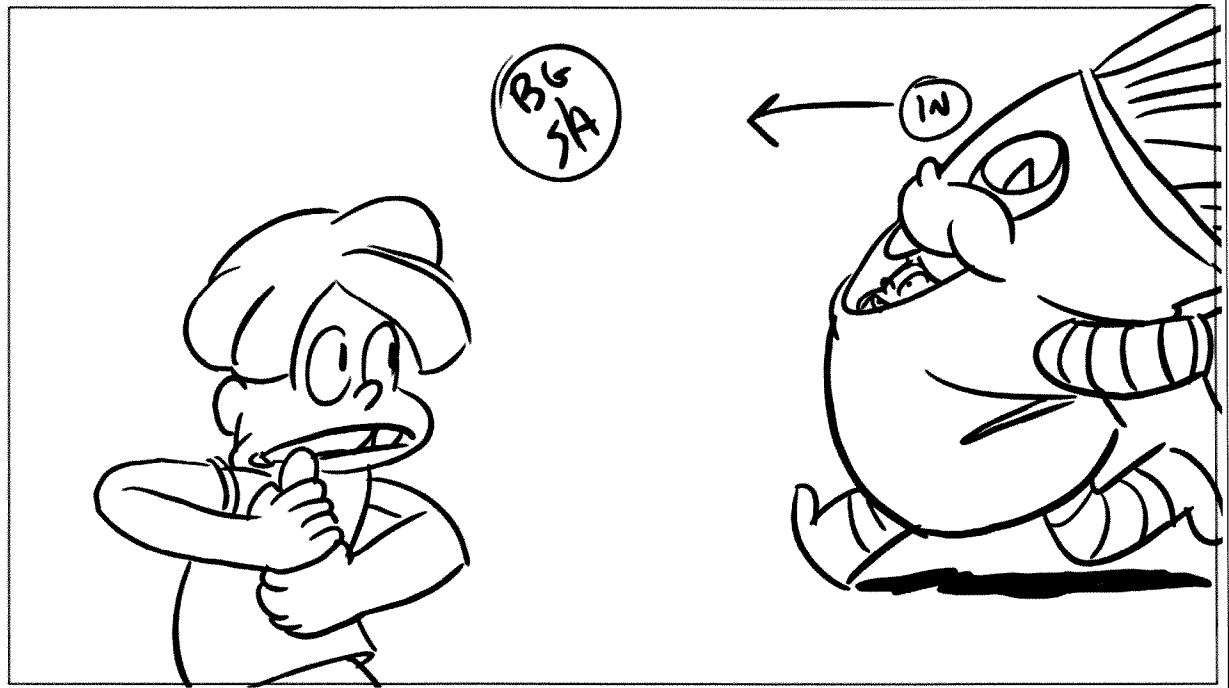
Slugging
0.14

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Scene	Panel
46	7
CONT	



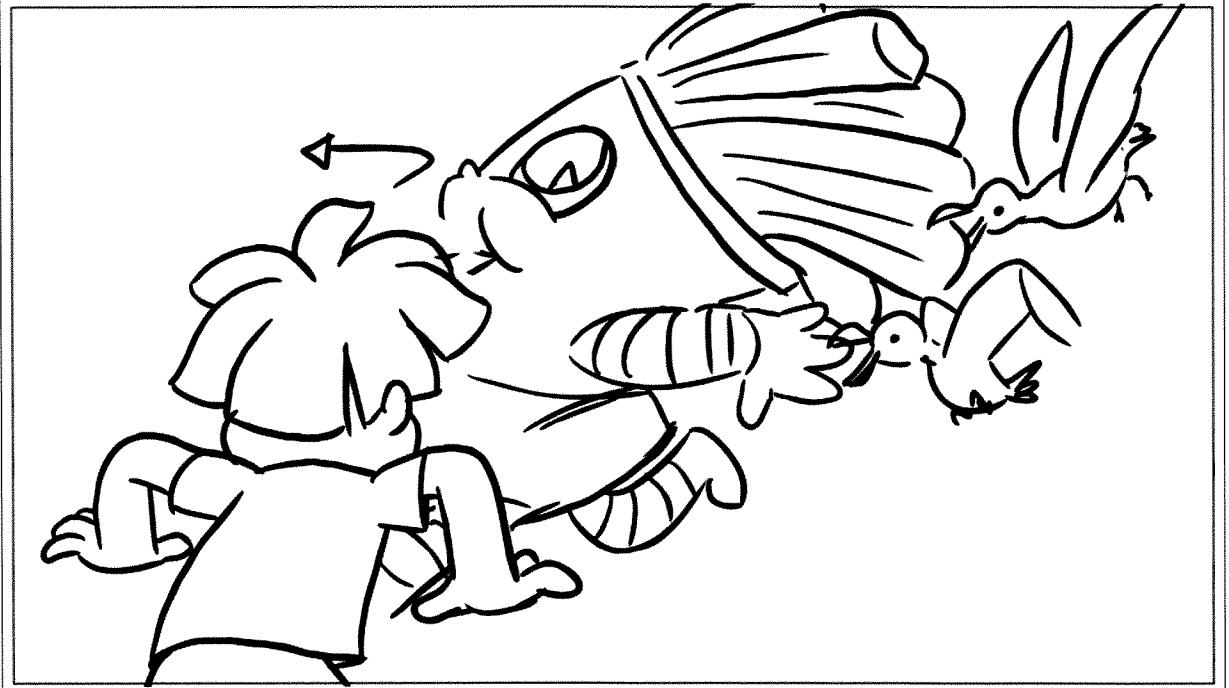
Dialog

STEVEN: ARGH!

Slugging

0.04

Scene	Panel
46	8
CONT	



Dialog

STEVEN: ARGH!

Slugging

0.04

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Scene	Panel
46	9
	
<p>Dialog</p> <p>STEVEN: ARGH!</p>	
<p>Slugging</p> <p>0.06</p>	

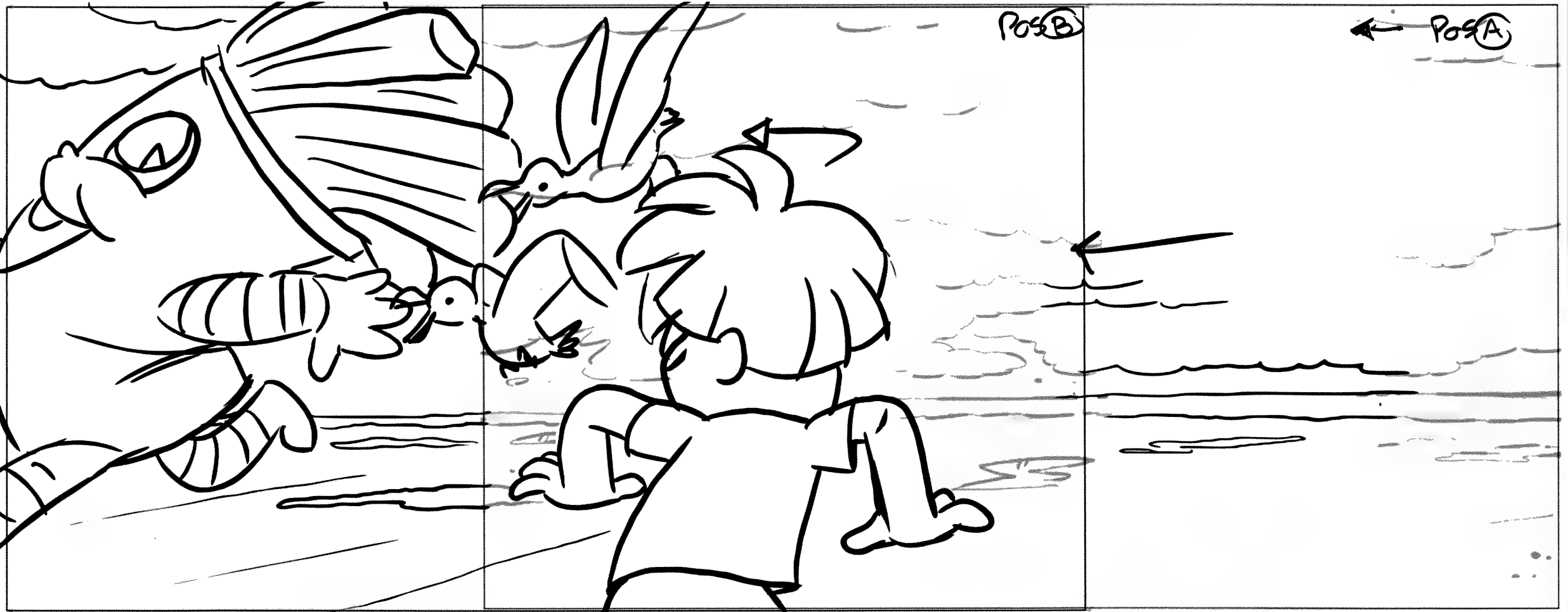
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Scene	Panel	10
	46 <i>cont</i>	



Dialog
STEVEN: ARGH!
MAY 20 2013

Slugging
ADJ: 0.06

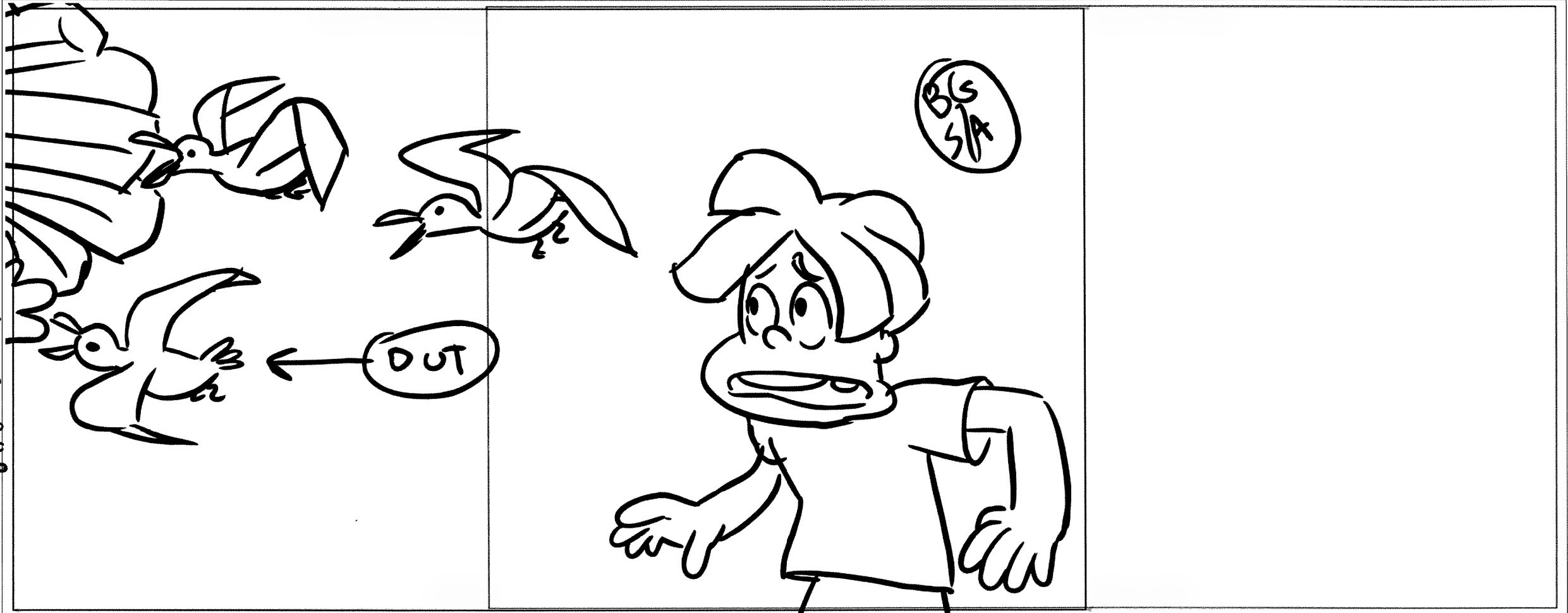
Scene

46

Panel

CONT

11



Dialog

STEVEN: ARGH!

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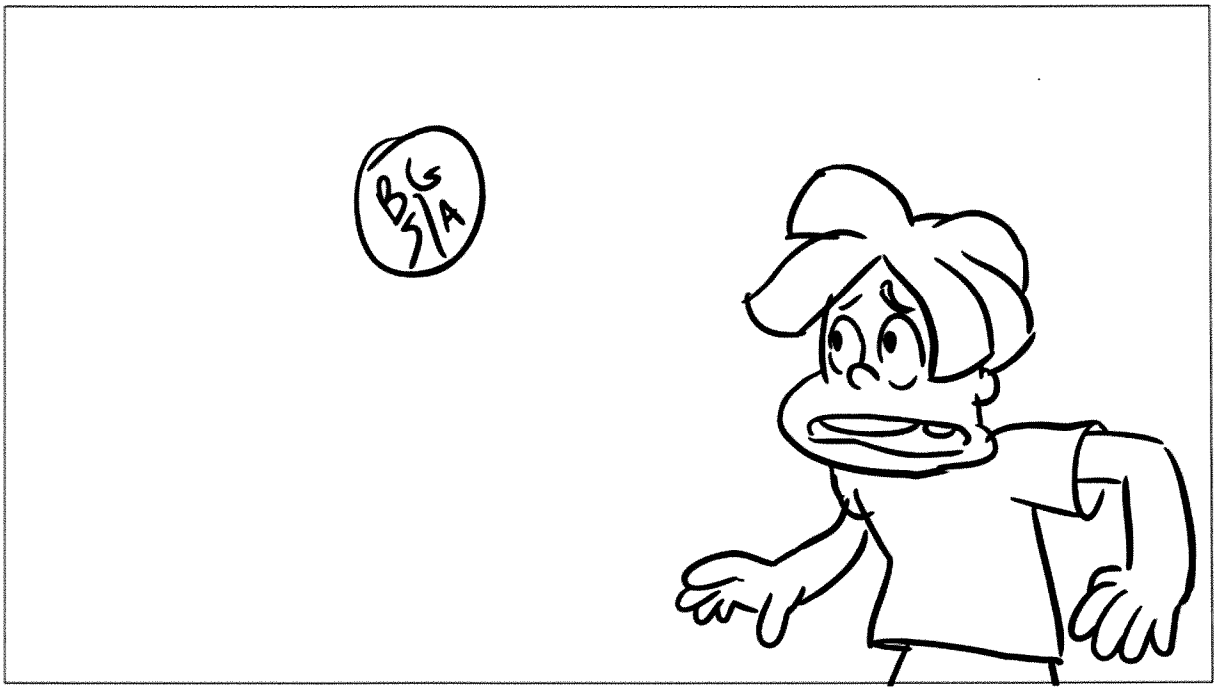
Slugging

ADJ: 0.06

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1020 · 008

Scene 46 Panel 12

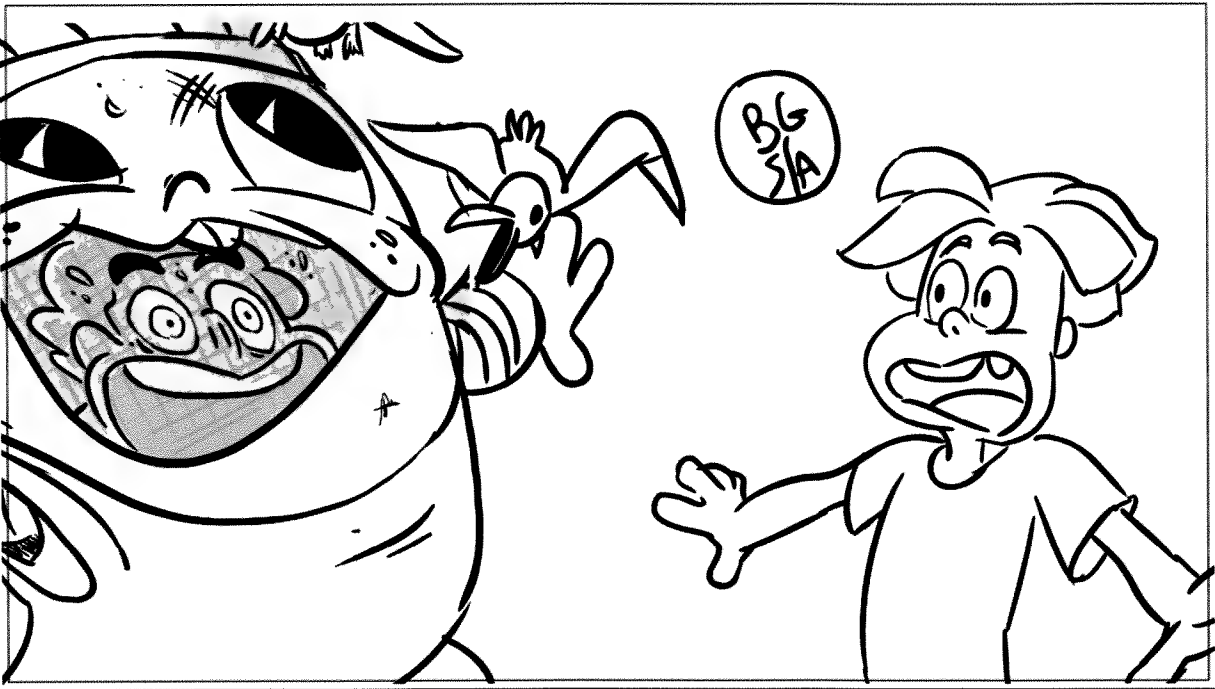


Dialog
GULL

<SCREE!>

Slugging
1.04

Scene 46 Panel 13



Dialog
STEVEN: ARGH!

Slugging
0.05

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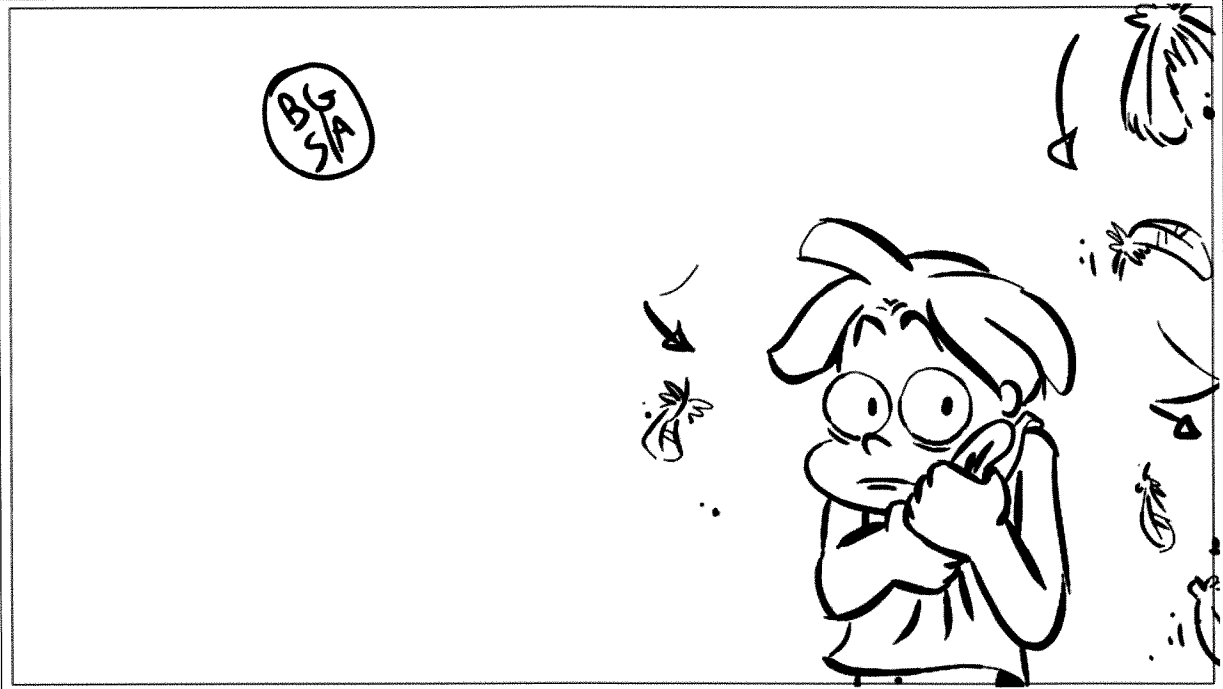
Scene	Panel
46	14



Dialog
STEVEN: ARGH!

Slugging
0.09

Scene	Panel
46	15



Dialog
STEVEN: ARGH!

Slugging
0.09

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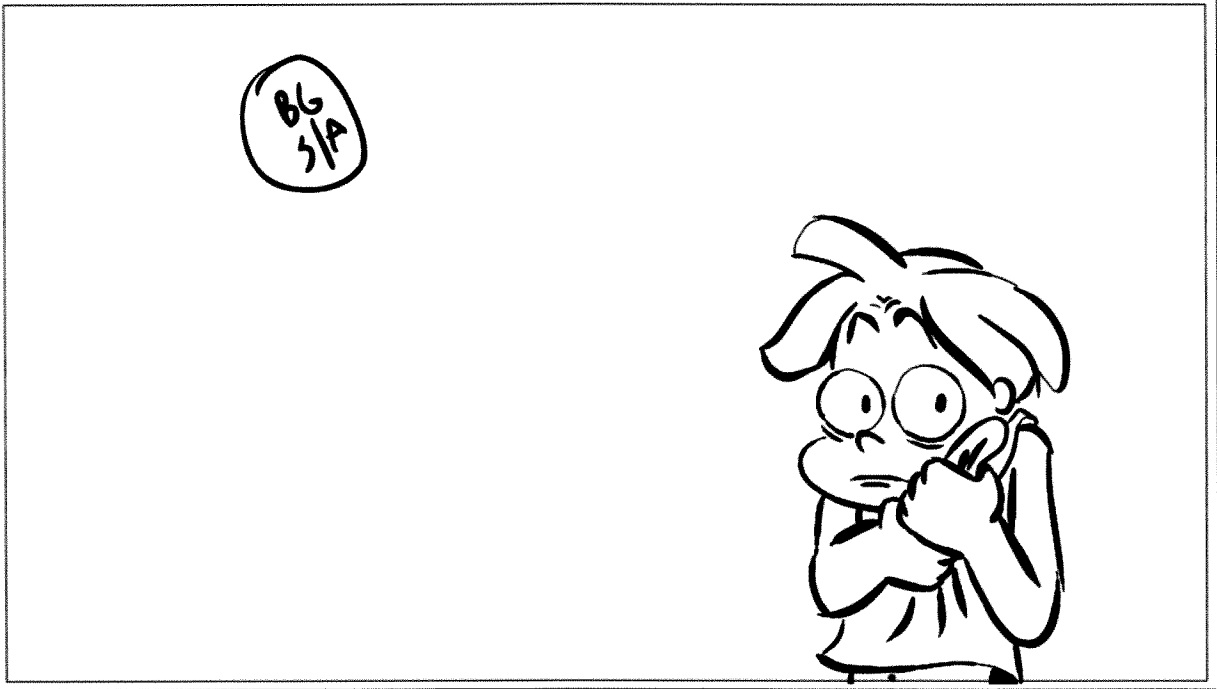
Scene	Panel
46	16



Dialog
STEVEN: ARGH!

Slugging
Panels 16 + 17 = 1.05

Scene	Panel
46	17



Dialog
STEVEN: ARGH!

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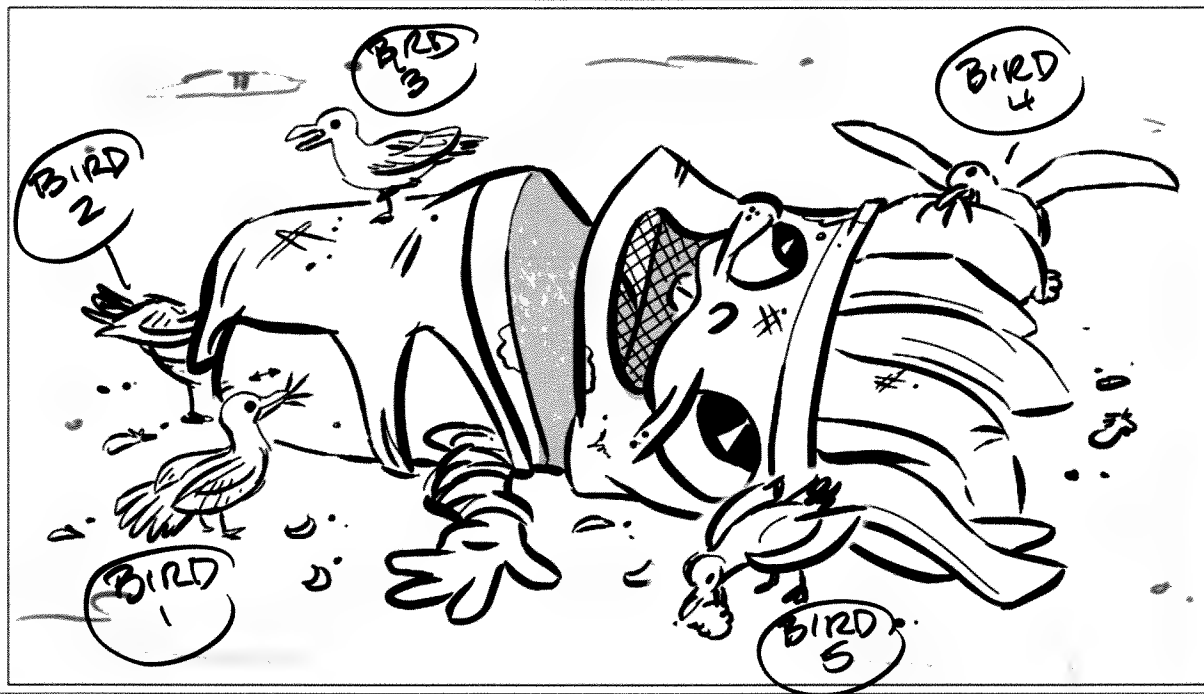
1020-008

Scene

47

Panel

1



Dialog
GULL

<SCREE!>

Action Notes

SEAGULLS pick at FRYBO costume

Slugging
0.07

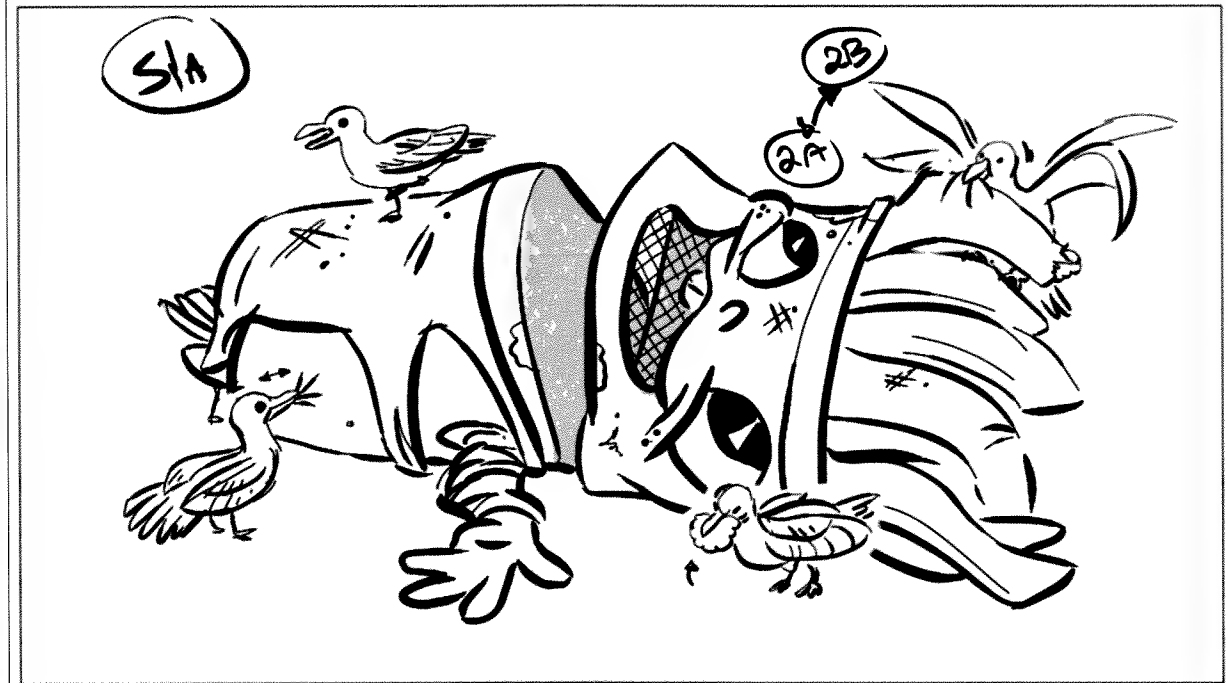
Scene

47

Panel

cont

2



Slugging
0.13

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Scene	Panel
48	2



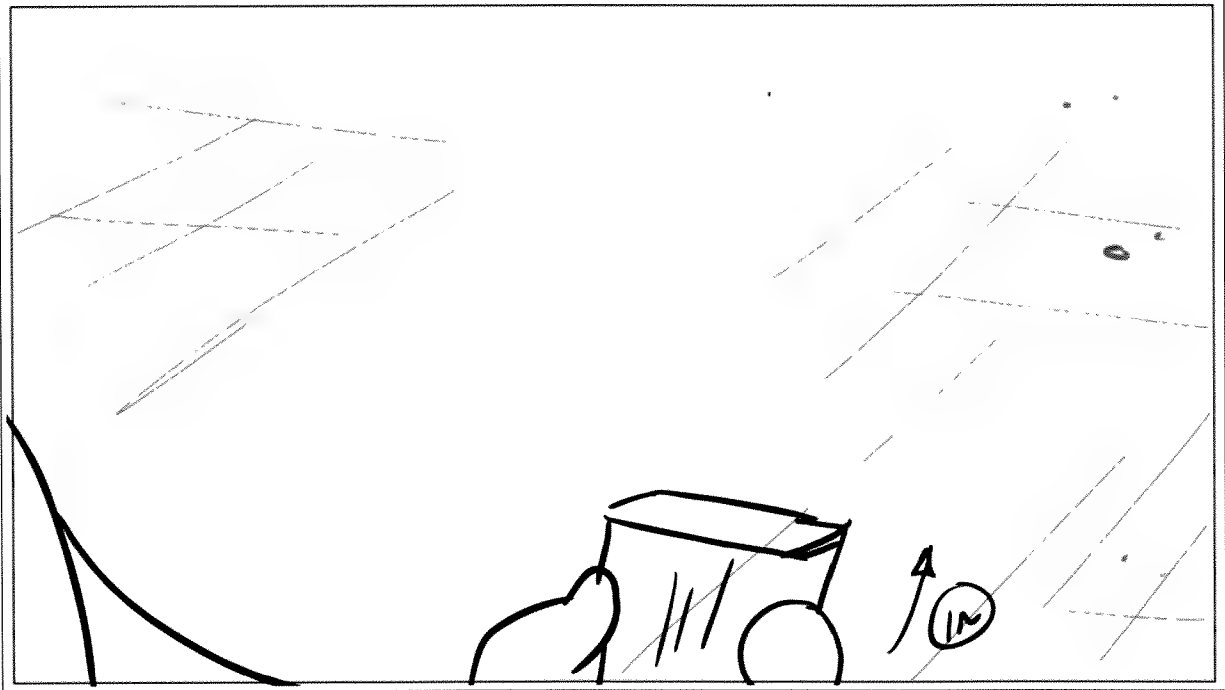
Dialog

STEVEN: WAIT! I HAVE ANOTHER IDEA!

Slugging

3.05

Scene	Panel
49	1



Slugging

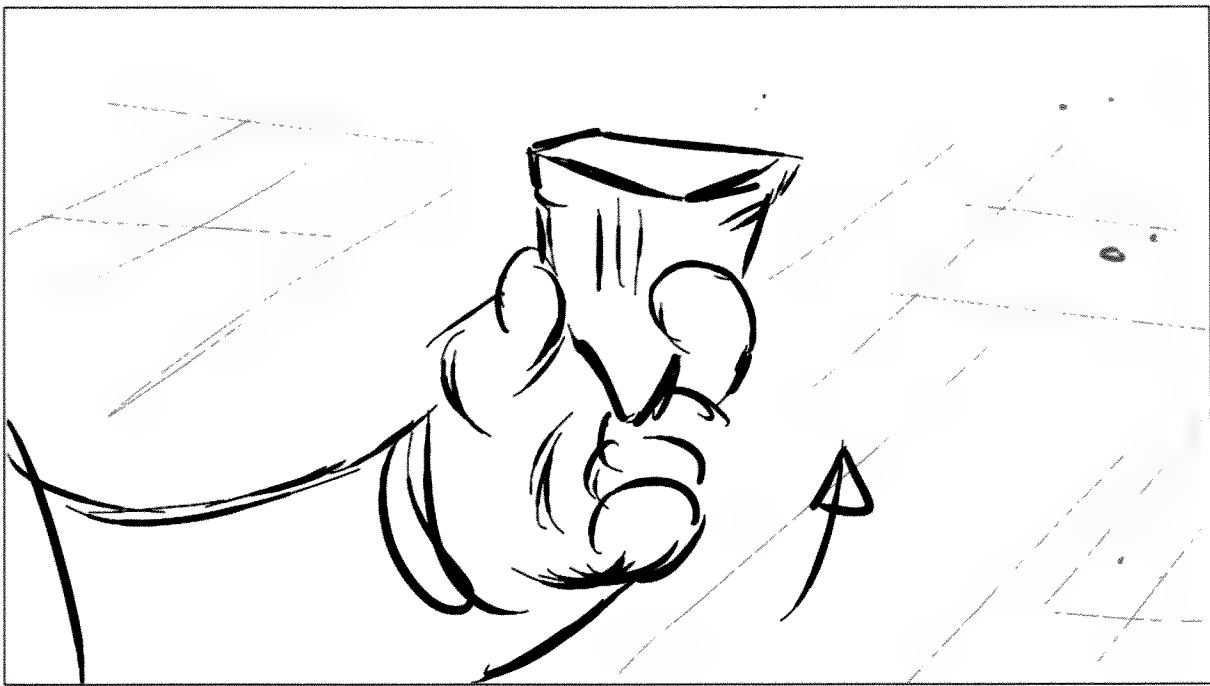
Panels 1 + 2 = 2.06

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Scene	Panel
49	CONT
	2



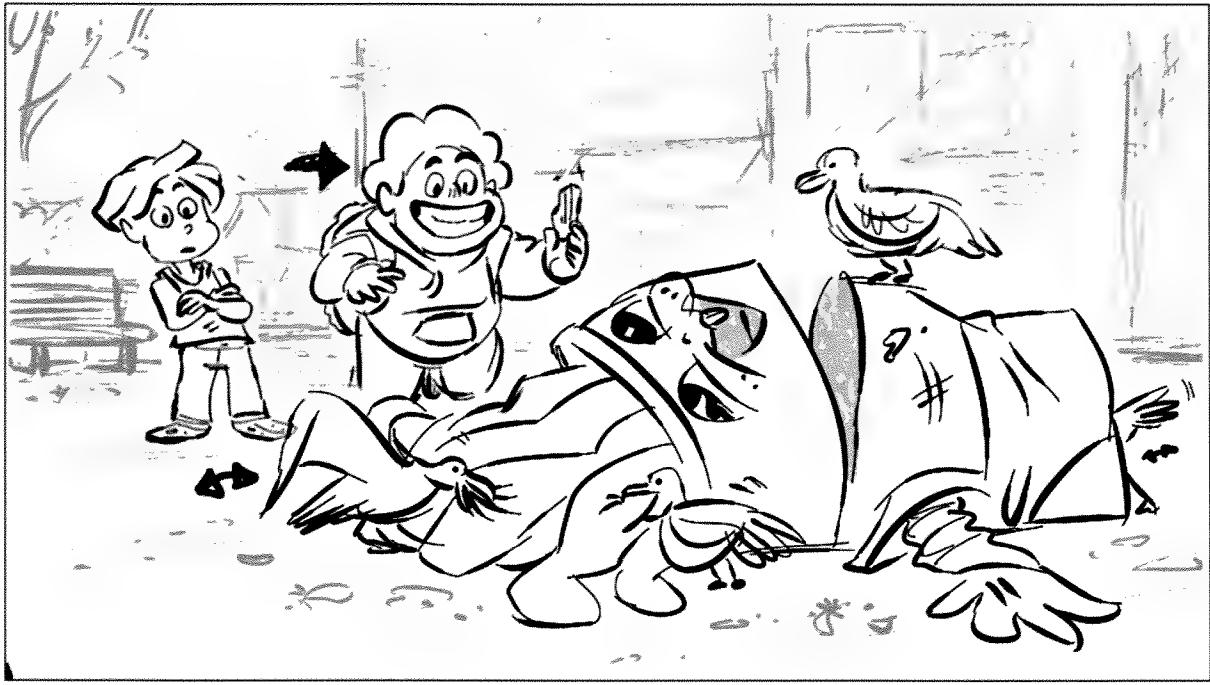
Scene	Panel
50	
	1



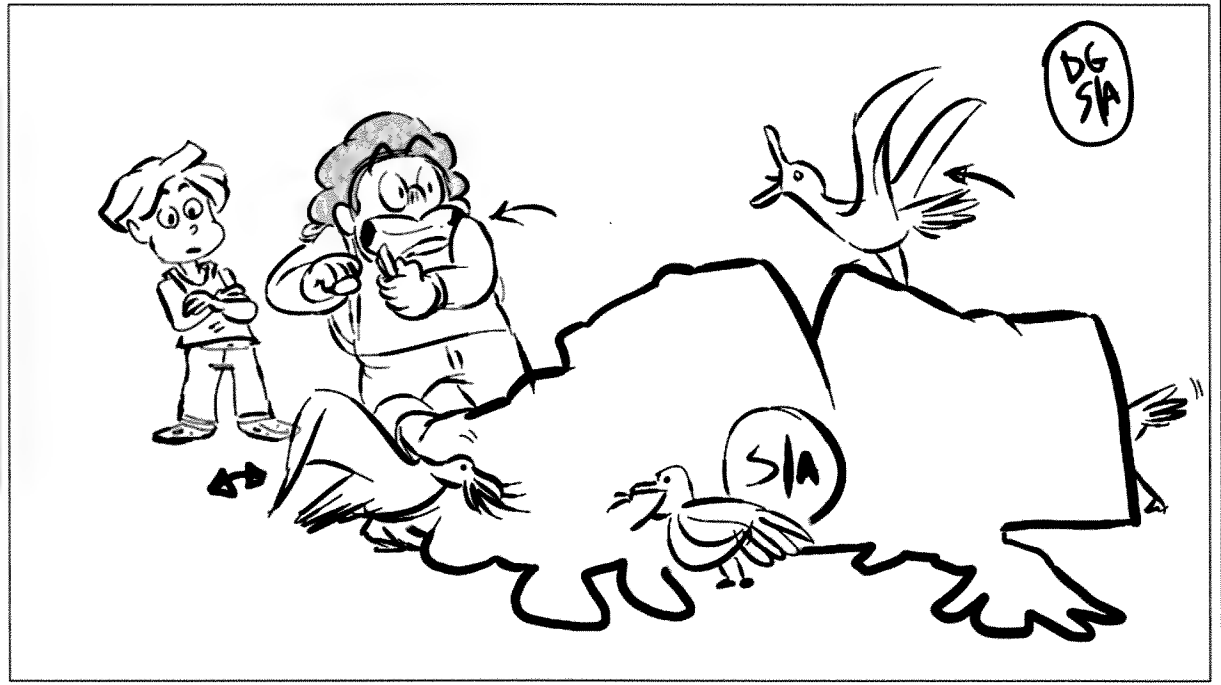
Slugging
Panels 1 + 2 = 0.14

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Scene 50 Panel 2
CONT



Scene 50 Panel 3
CONT



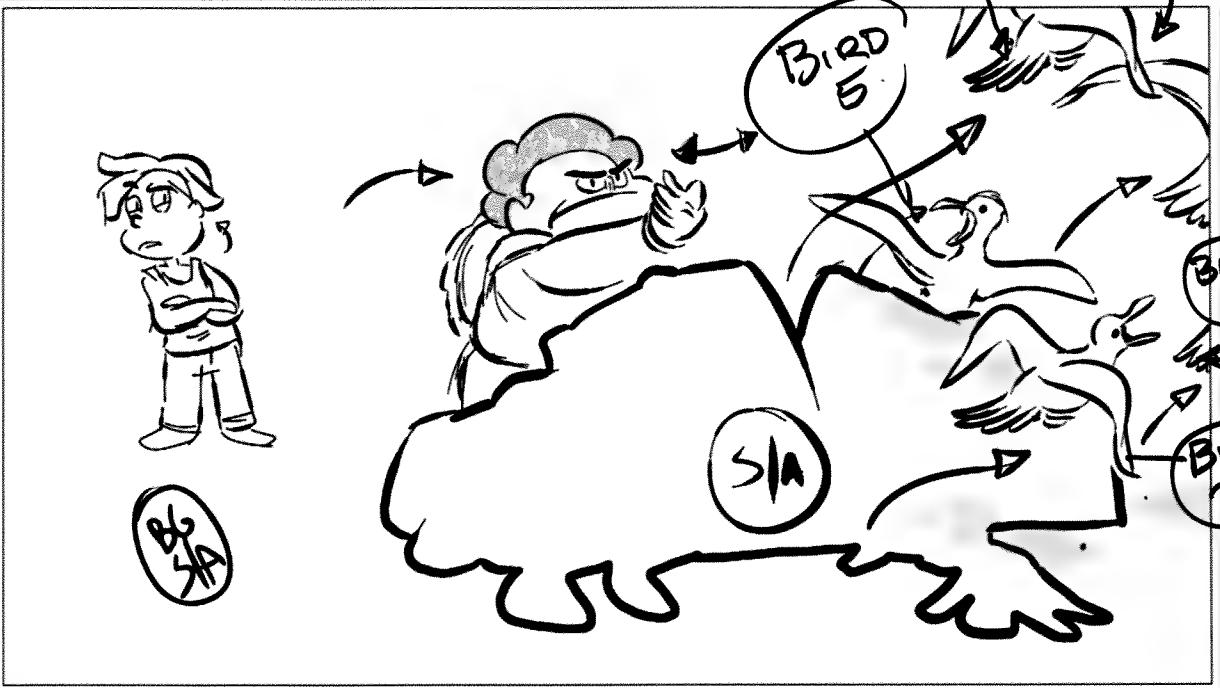
Dialog
GULL

<SCREE!>

Slugging
1.08

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Scene 50 Panel 4
CONT

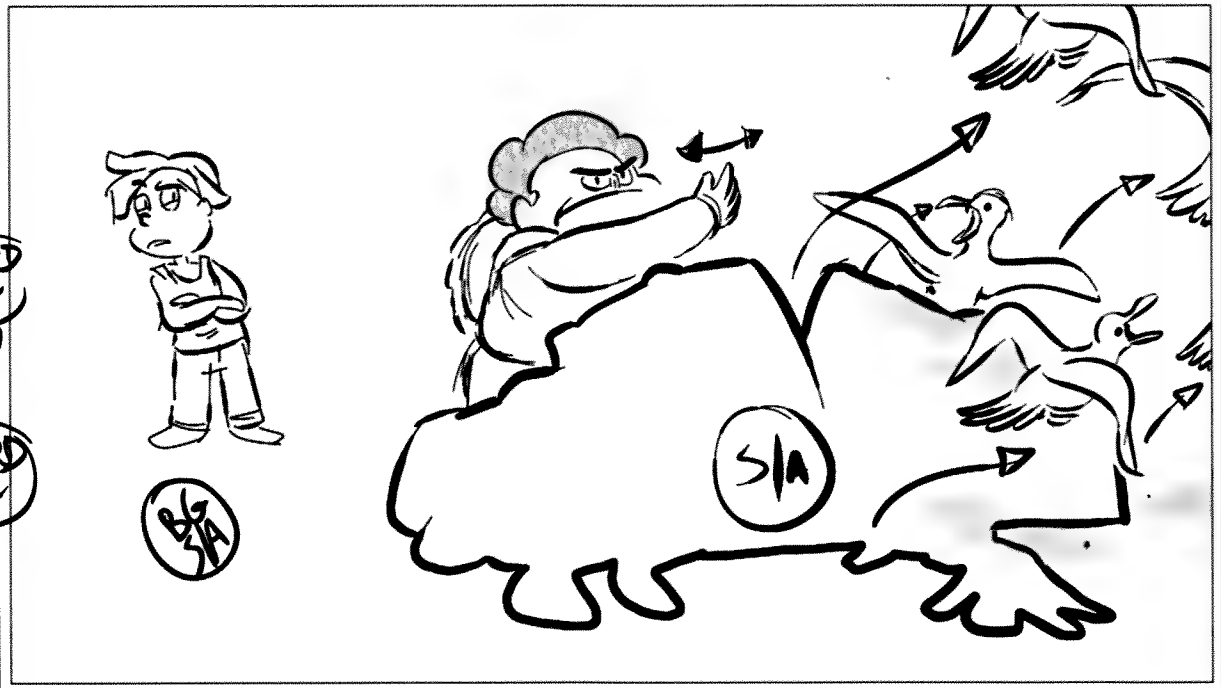


Dialog
STEVEN: SHOO SHOO!

Action Notes
Steven shoos birds away with right hand

Slugging
Panels 4 + 5 = 3.08

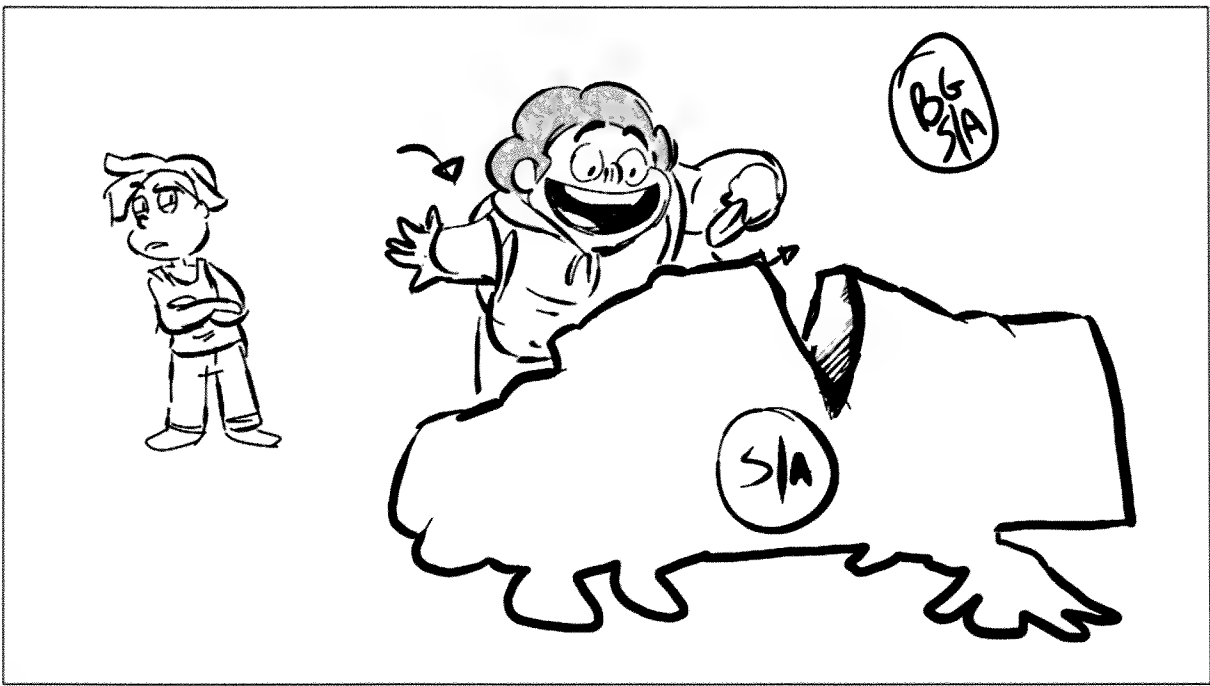
Scene 50 Panel 5
CONT



Dialog
STEVEN: SHOO SHOO!

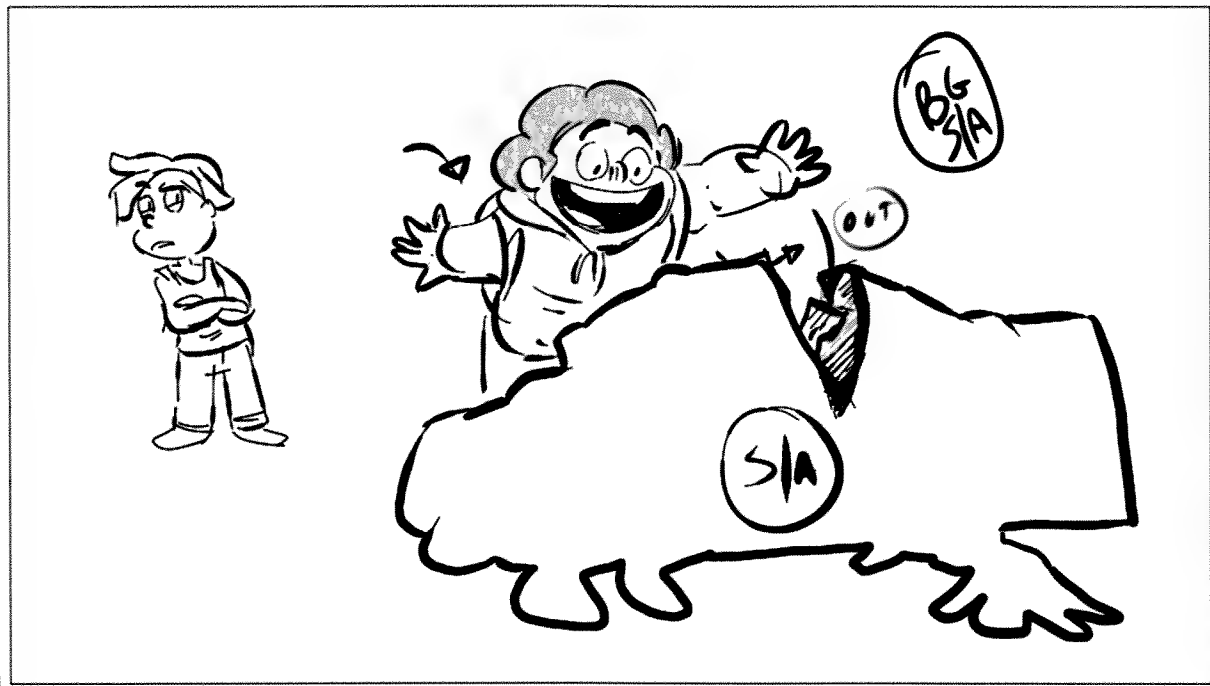
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Scene 50 Panel 6



Slugging
Panels 6 + 7 = 2.03

Scene 50 Panel 7

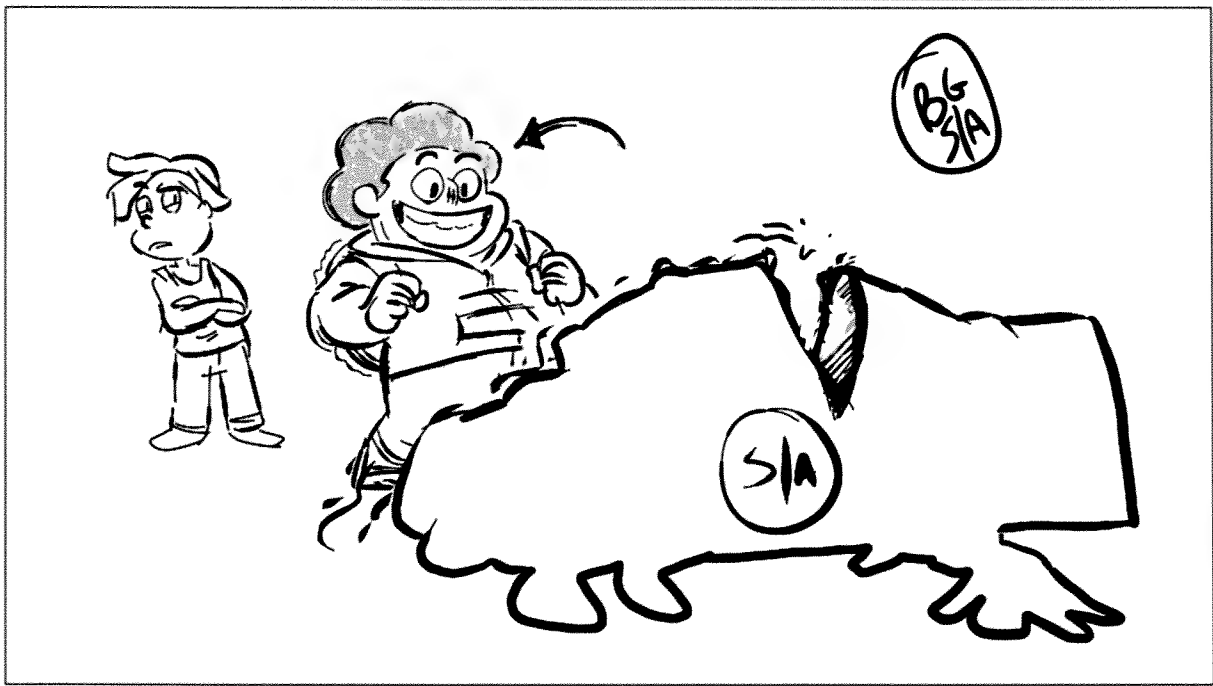


Dialog
STEVEN: FWA!

Action Notes
Steven drops shard in with left hand

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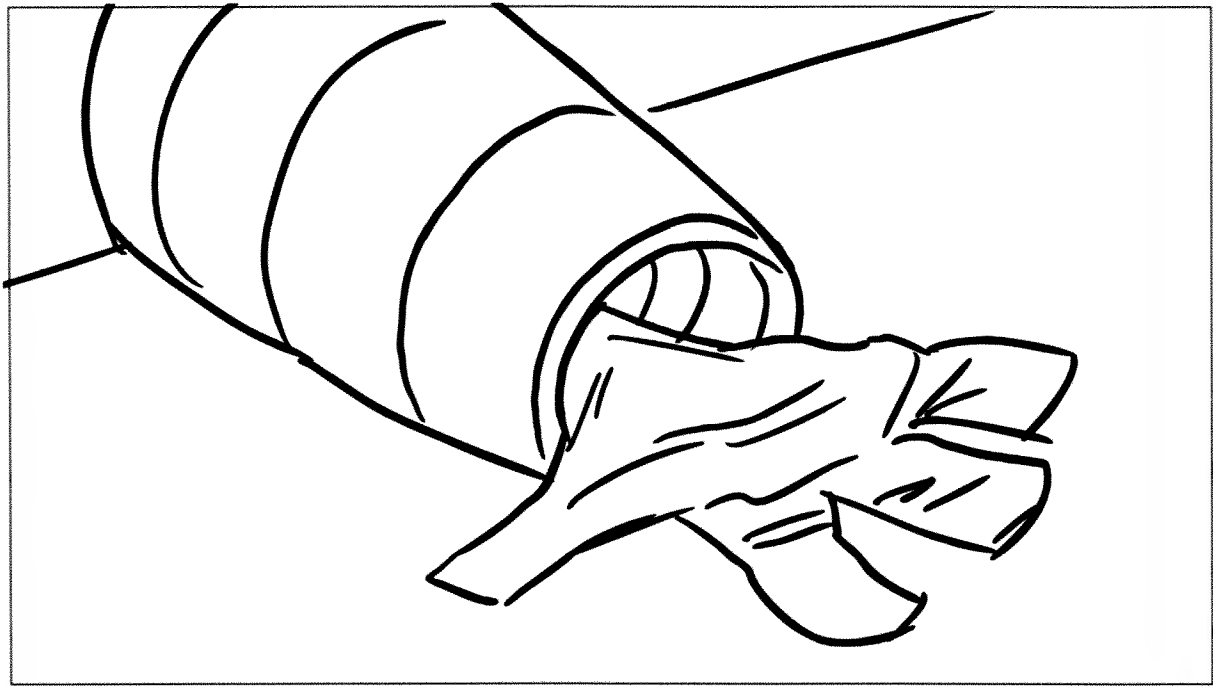
Scene	Panel	
	50	CONT
		8



1020-008

Slugging
1.03

Scene	Panel	
	51	
		1



1020-008

Action Notes
Action: 3 frame boil of Frybo hand "awakening"

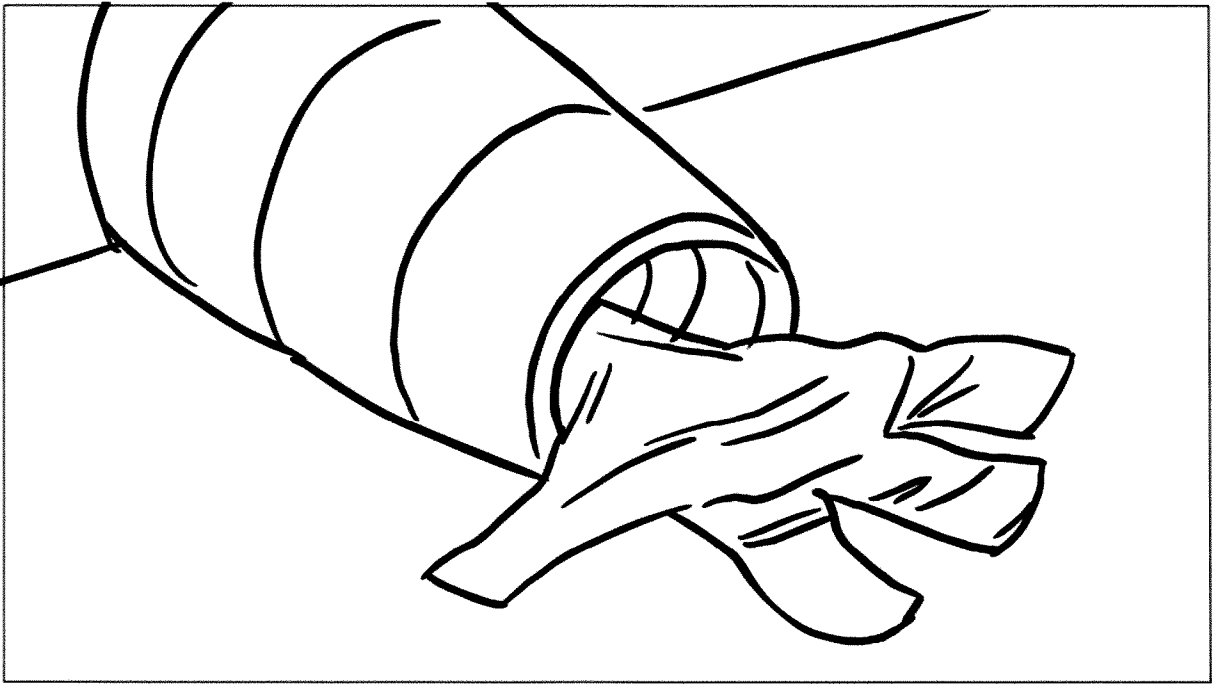
Slugging
Panel 1 hold for: 0.06

Panels 1 to 3 x 3 = 0.06

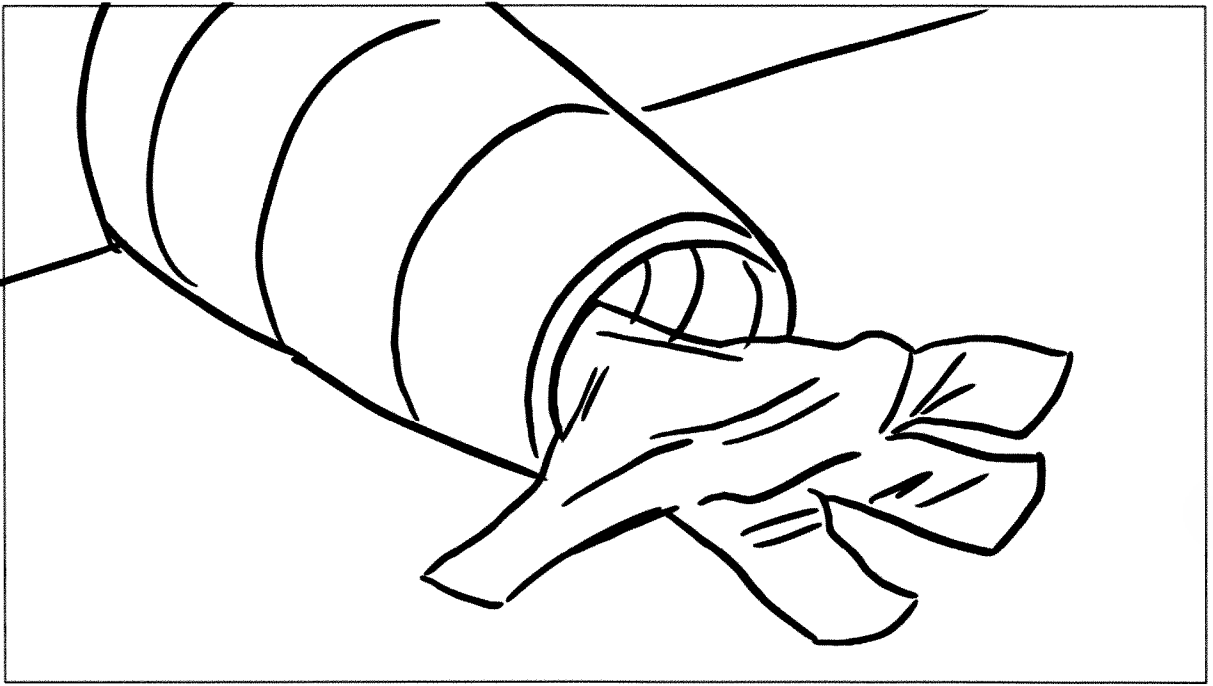
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Scene	Panel	
51	<i>cont</i>	2

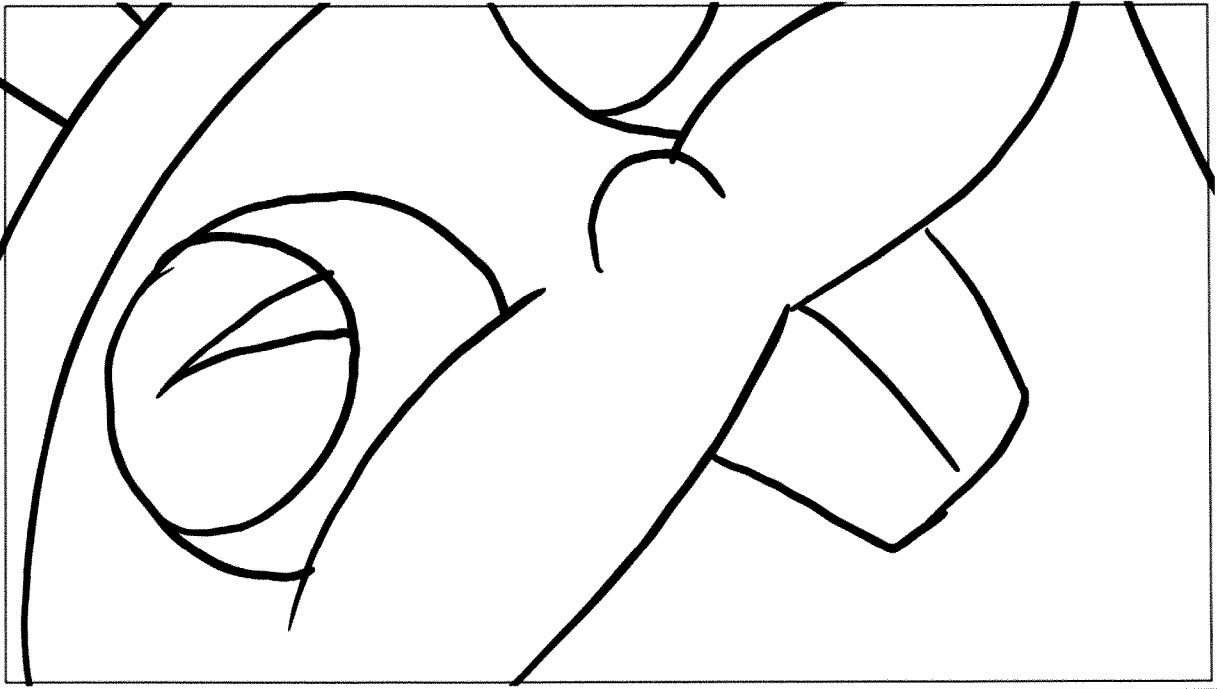


Scene	Panel	
51	<i>cont</i>	3



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Scene	Panel
52	1



Action Notes

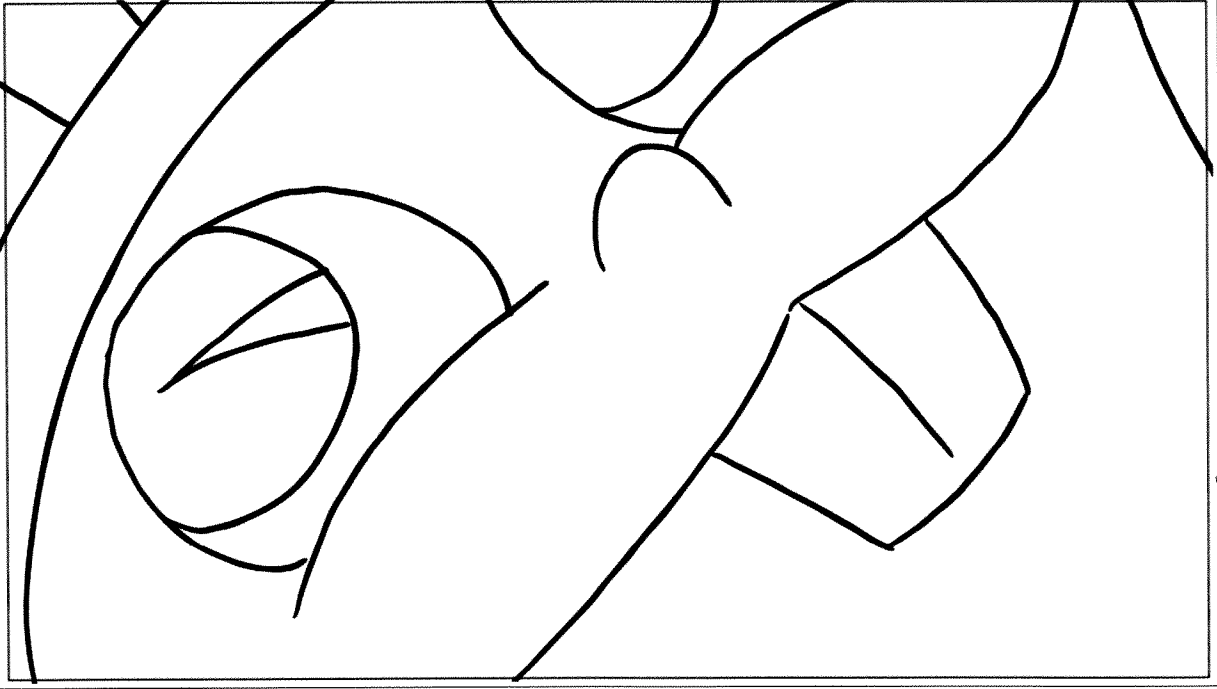
Action: 3 frame boil of Frybo hand "awakening"

Slugging

Panel 1 hold: 0.10

Panels 1 to 3 x 3 = 0.06

Scene	Panel
52	2



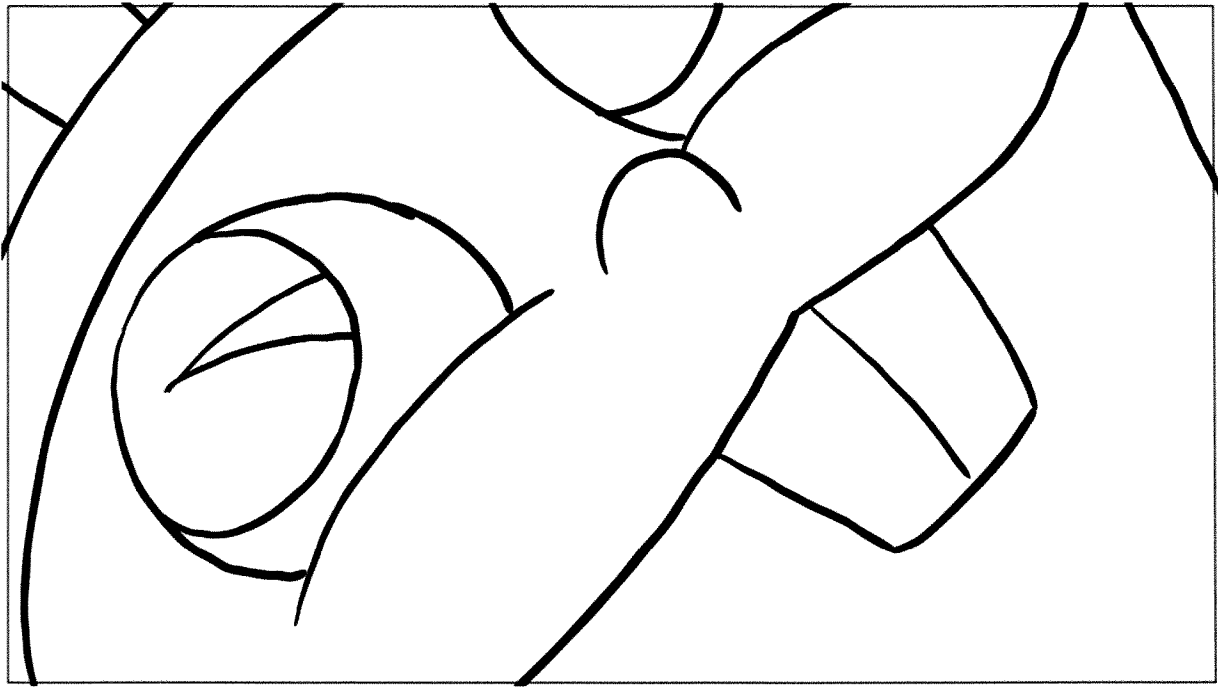
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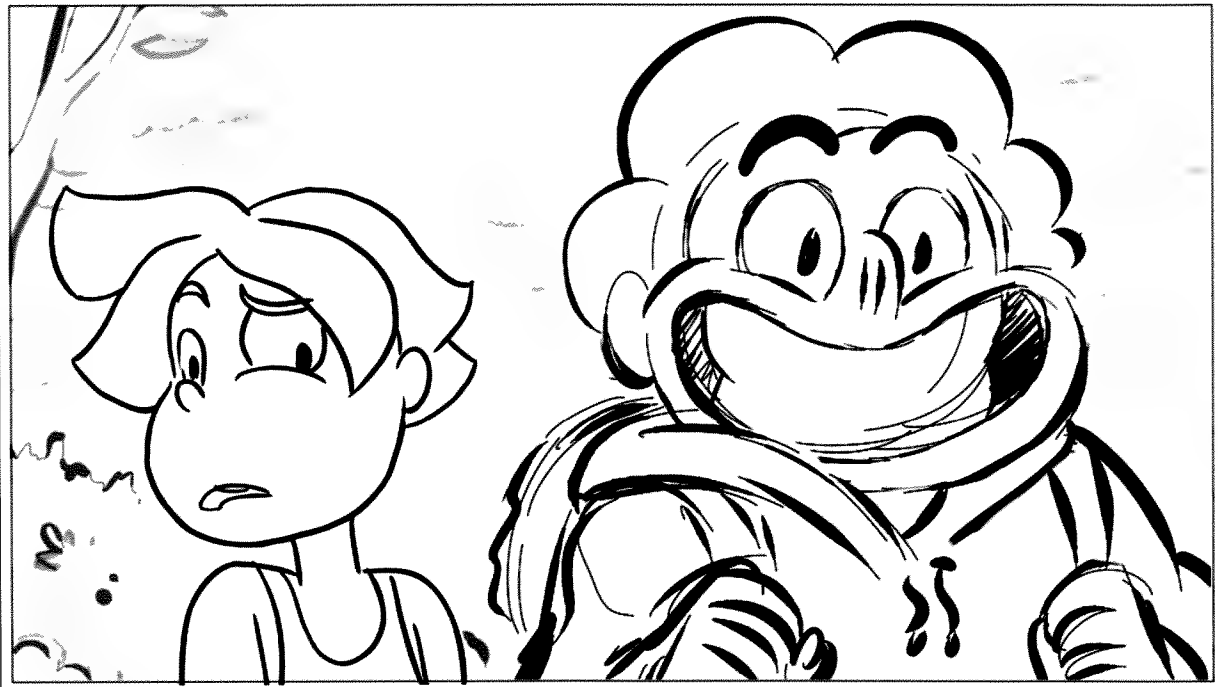
1020-008

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Scene	Panel
52	3



Scene	Panel
53	1



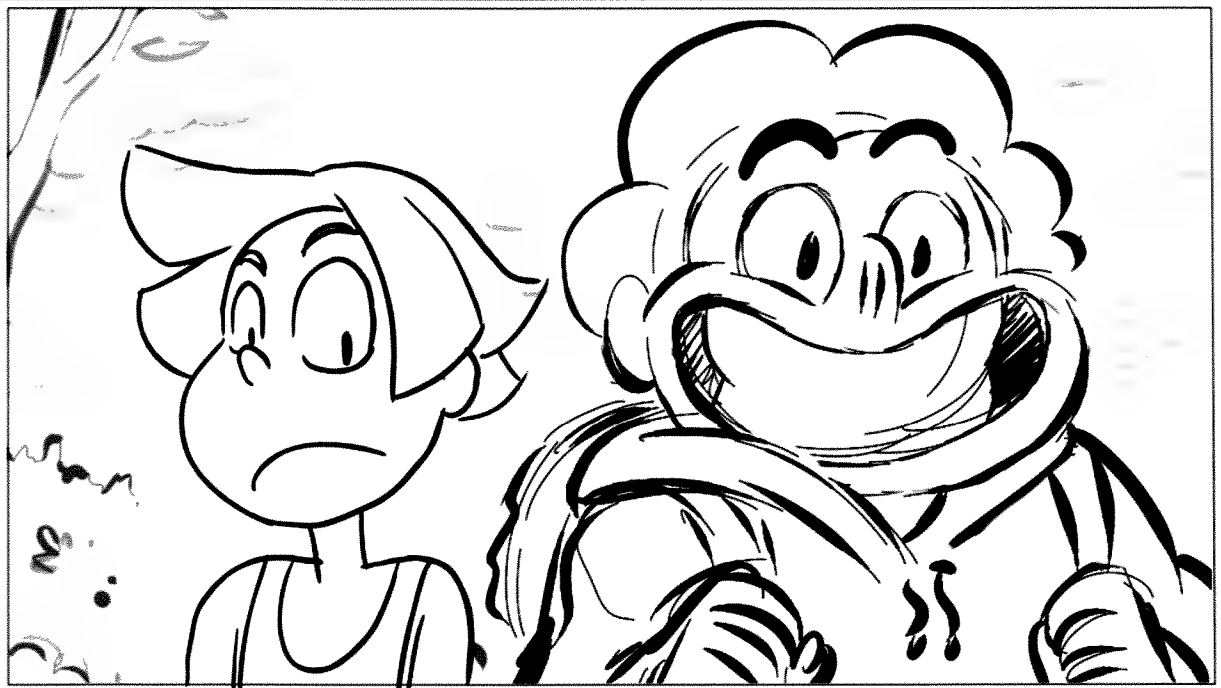
Slugging
Panels 1 + 2 = 1.06

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Scene	Panel
53	2



Scene	Panel
54	1



Action Notes
Frybo costume seals itself

Slugging
1.13

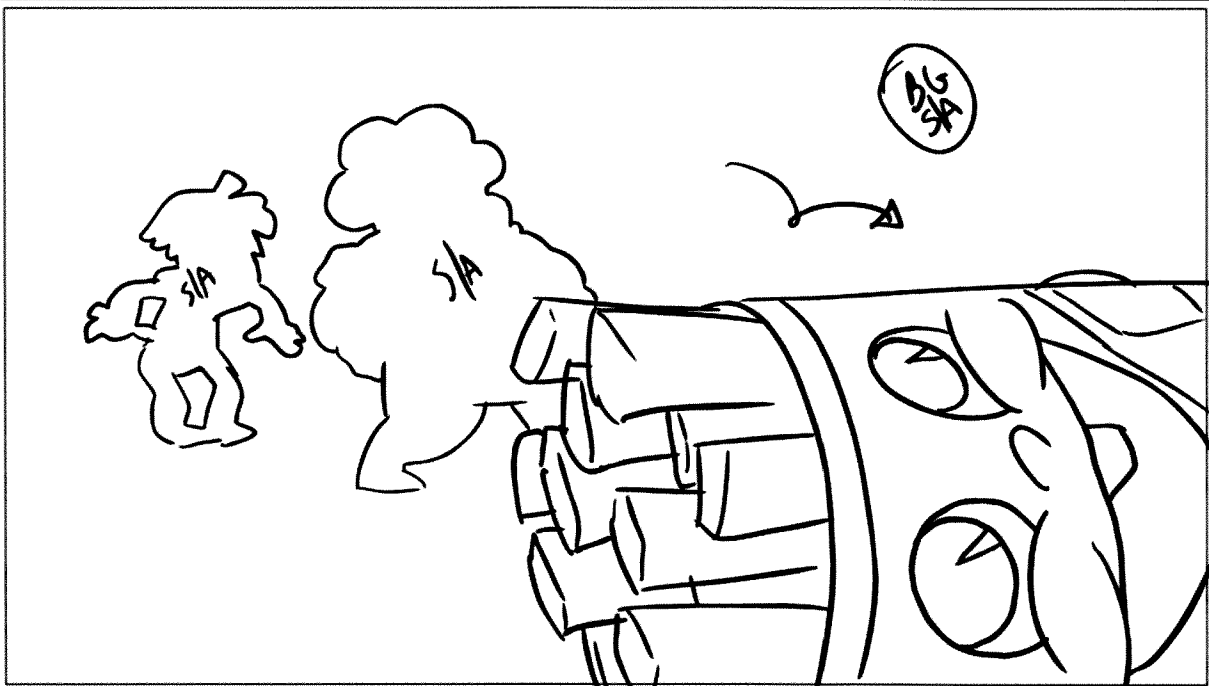
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Scene	Panel
54	CONT 2



Slugging
2.05

Scene	Panel
54	CONT 3



Action Notes
Frybo rolls away

Slugging
Panels 3 + 4 = 1.12

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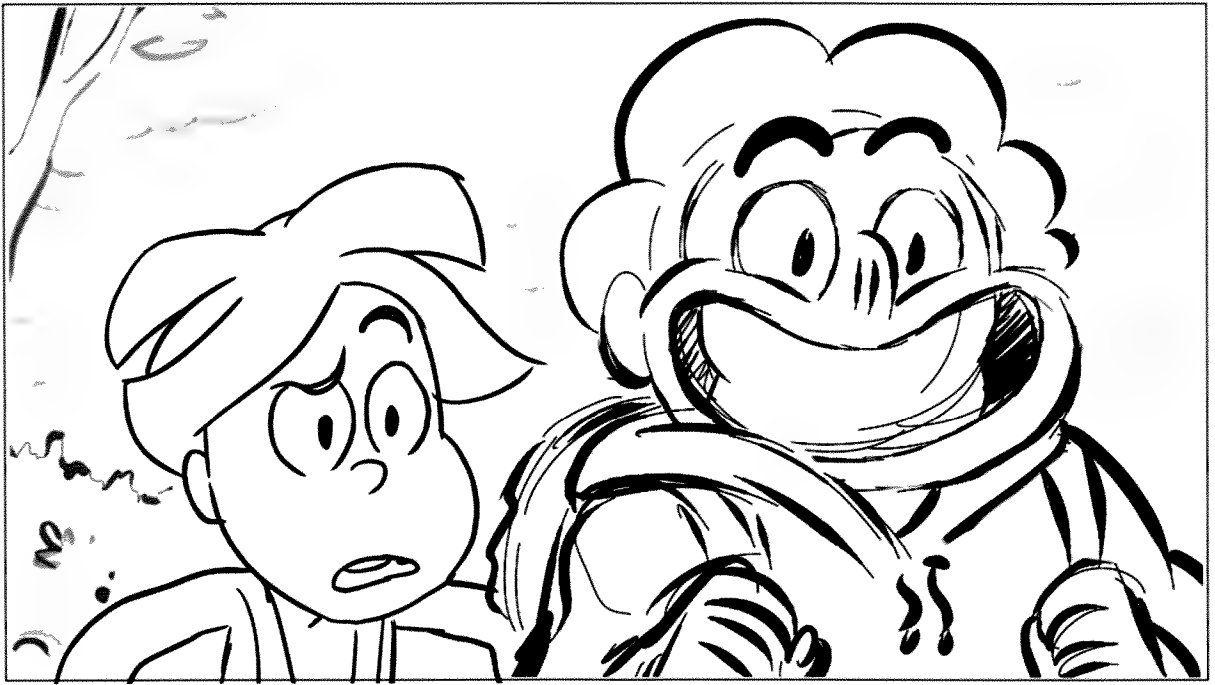
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1020-008

Scene	Panel
54	4



Scene	Panel
55	1



Dialog

PEE DEE: (*IN AWE) WOOOOAH!!

Slugging

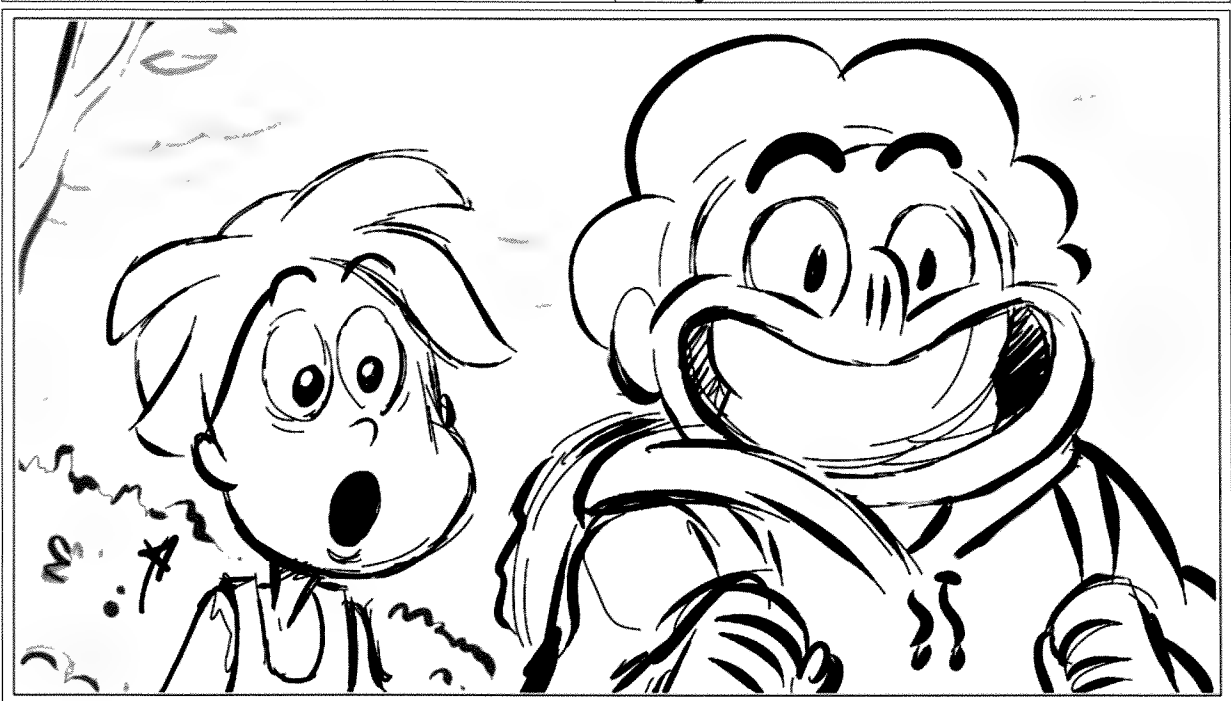
Panels 1 + 2 = 3.09

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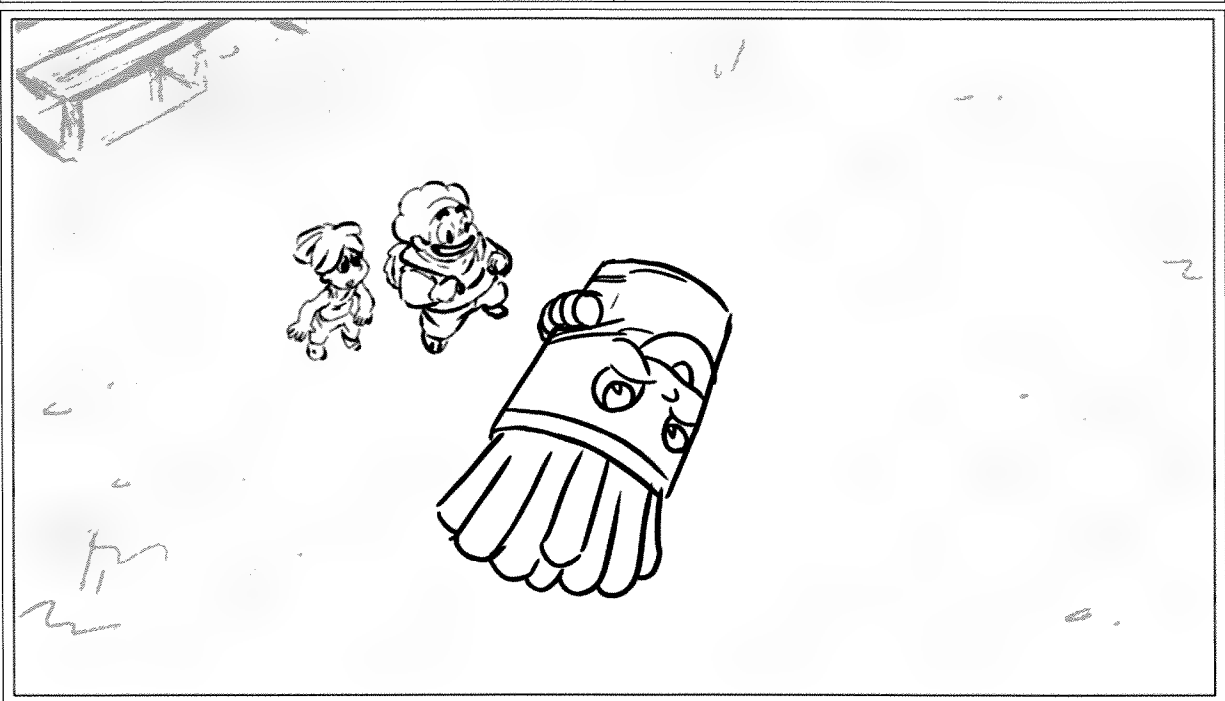
1020-008

Scene	Panel
55	2



Dialog
PEE DEE: (*IN AWE) WOOOOAH!!

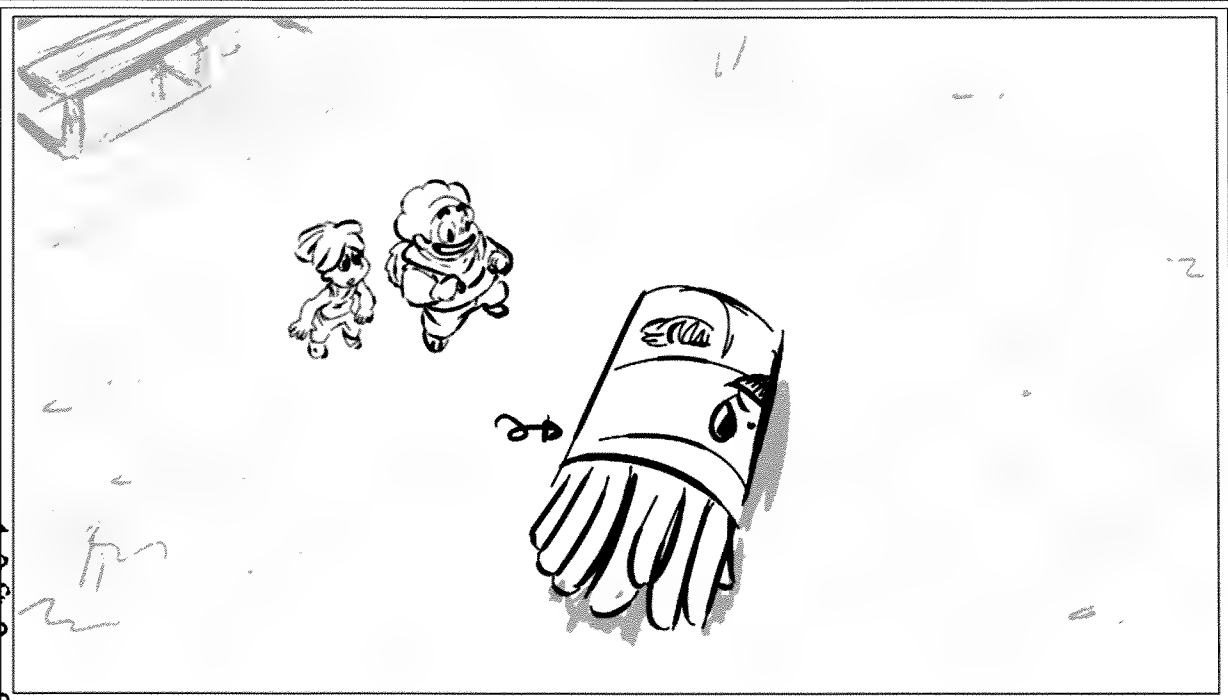
Scene	Panel
56	1



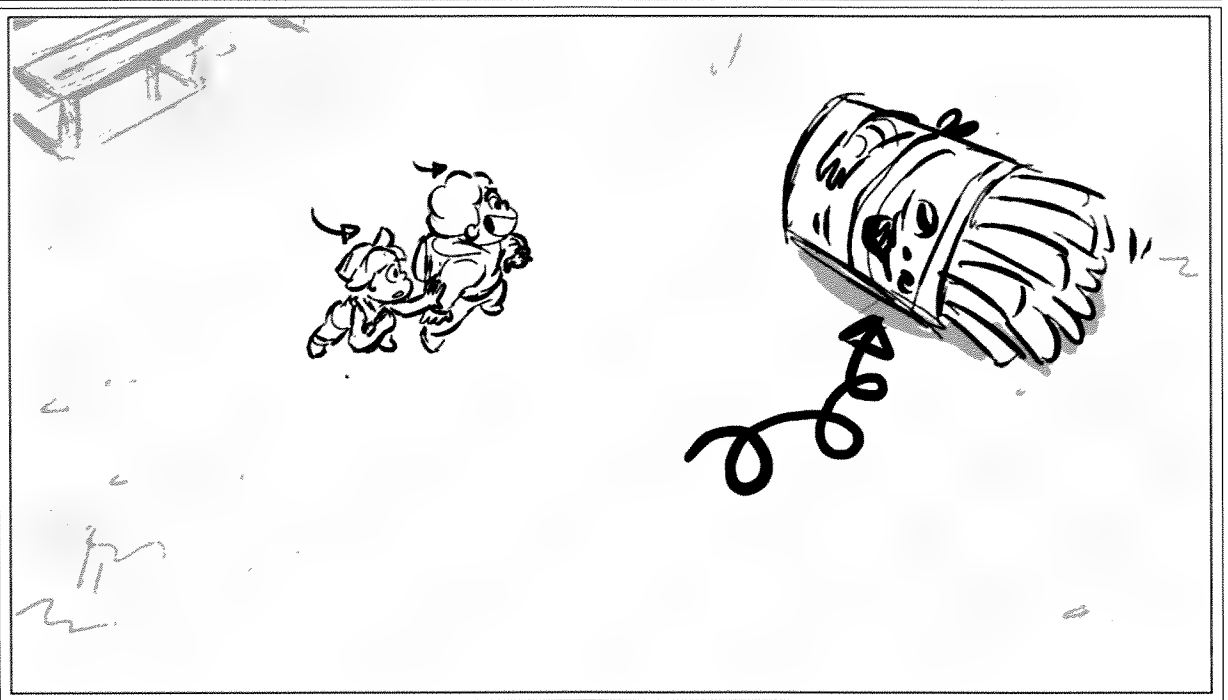
Slugging
Panels 1 + 2 = 0.06

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Scene	Panel
56	CONT 2



Scene	Panel
56	CONT 3



Slugging
2.06

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Scene	Panel
56	CONT

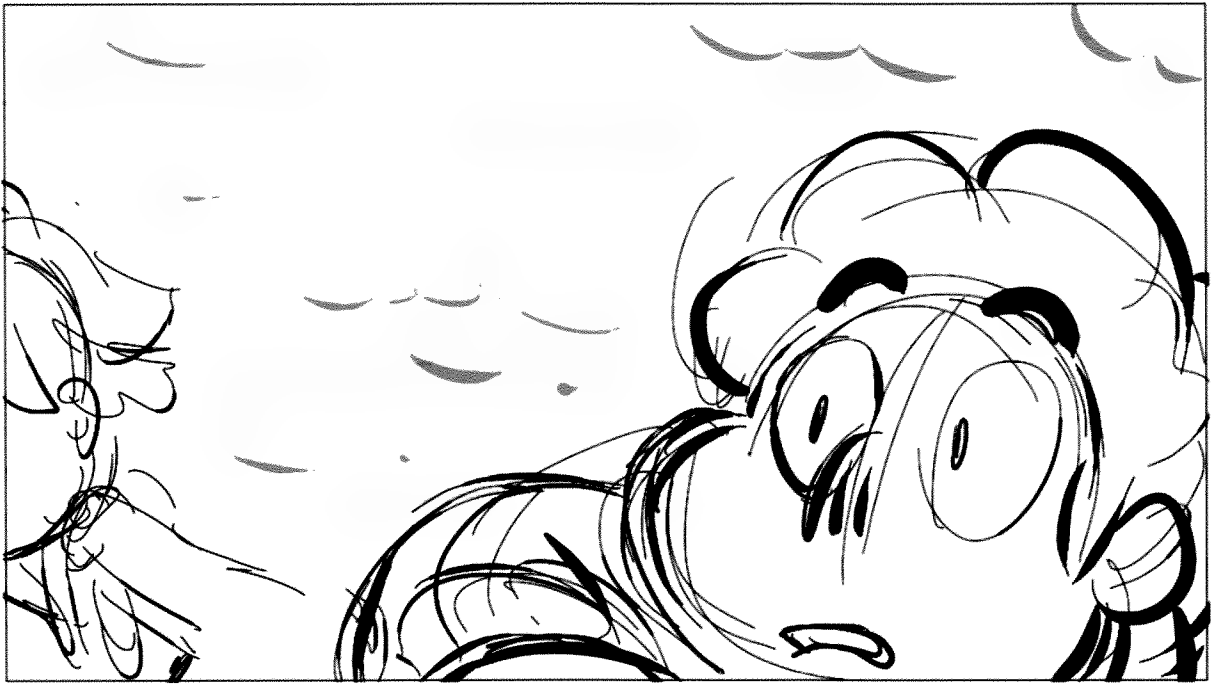
4



Slugging
2.01

Scene	Panel
57	1

1



Slugging
0.07

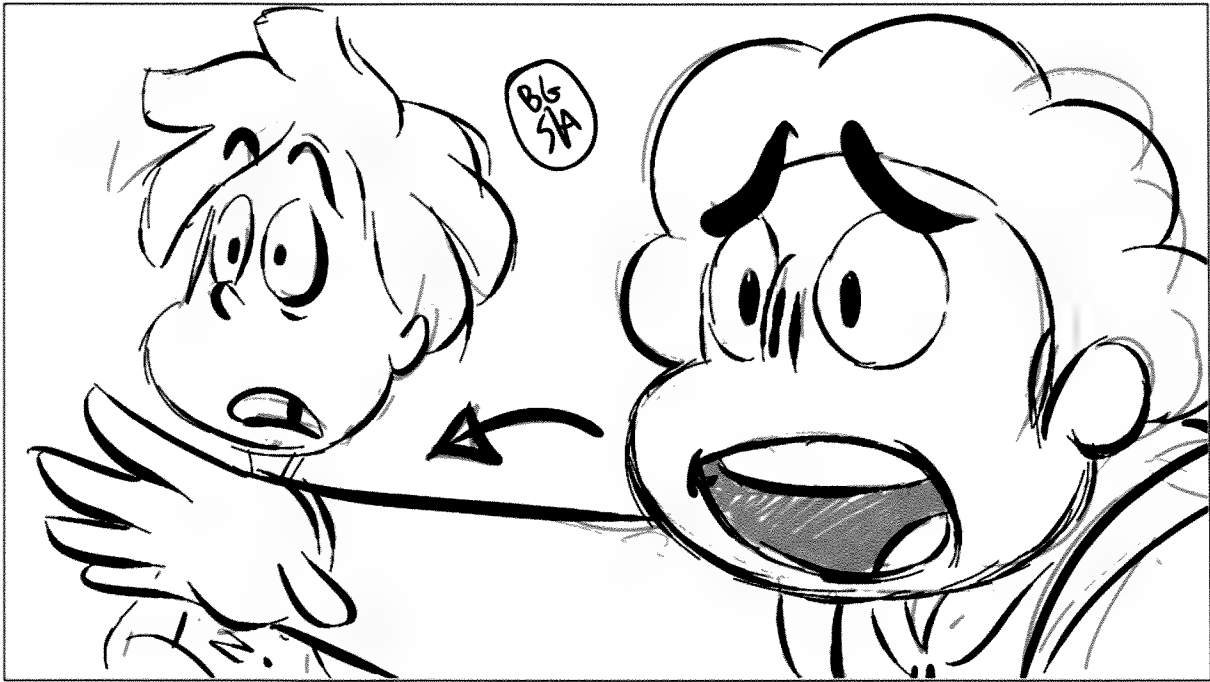
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1020 · 008

1020 · 008

Scene	Panel
57	2



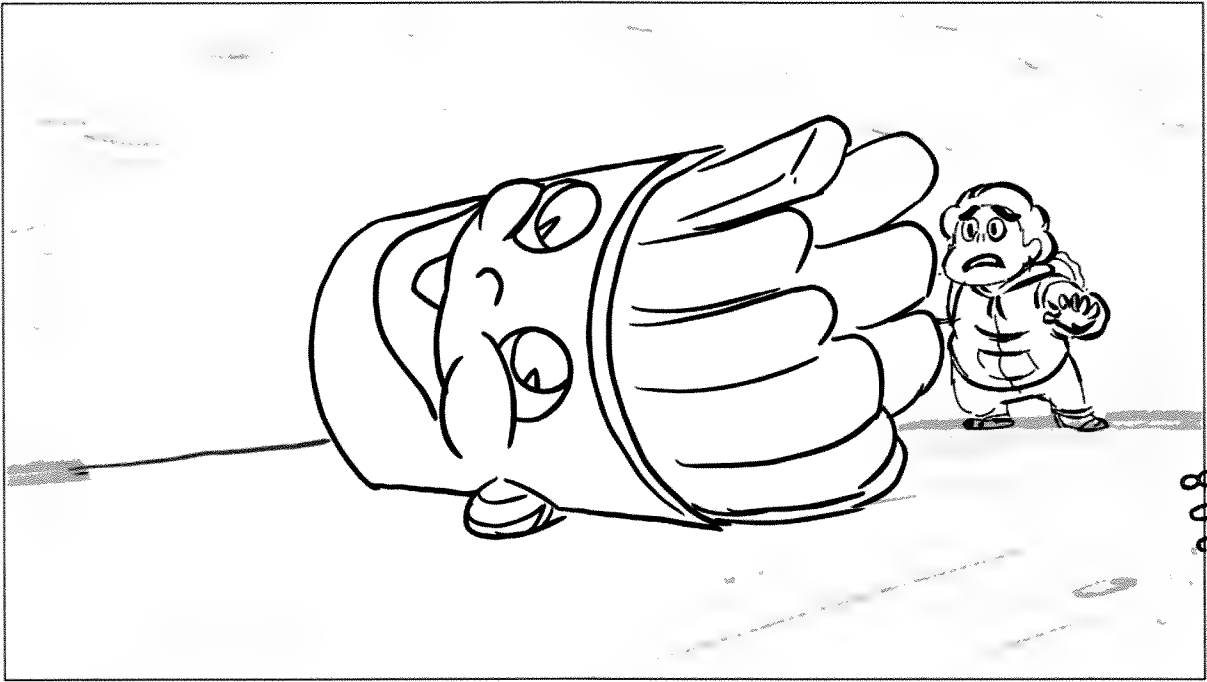
Dialog

STEVEN: STOP.

Slugging

1.10

Scene	Panel
58	1



Slugging

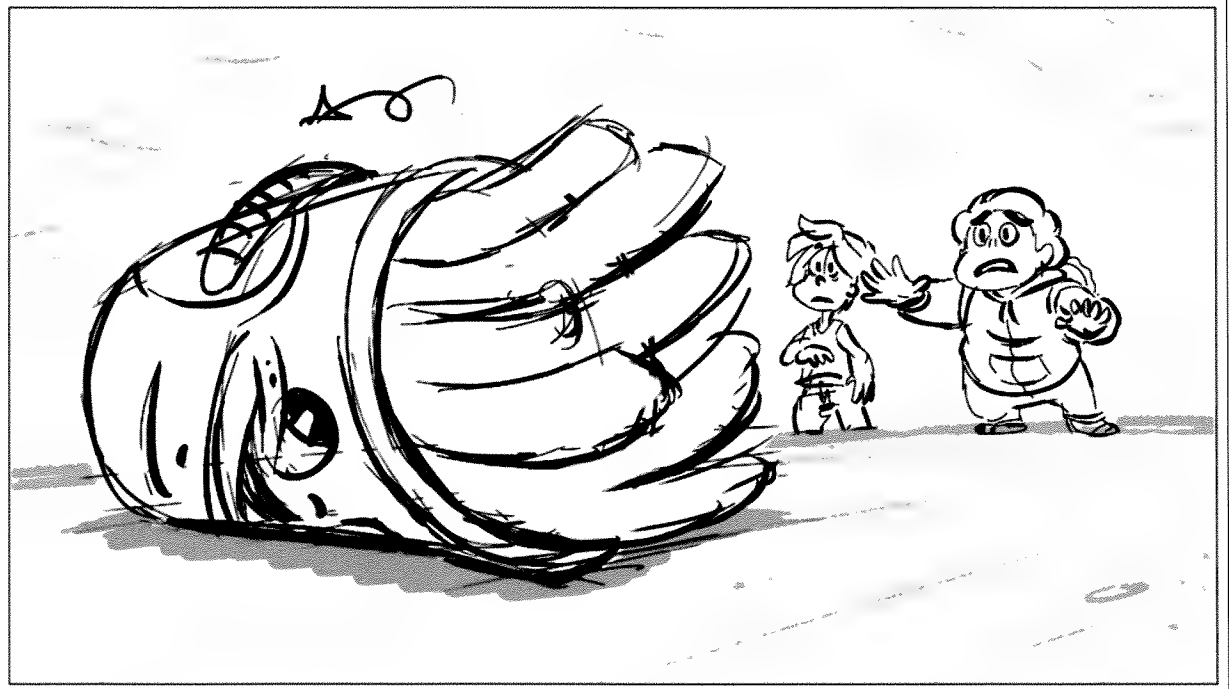
Panels 1 + 2 = 0.07

MAY 20 2013

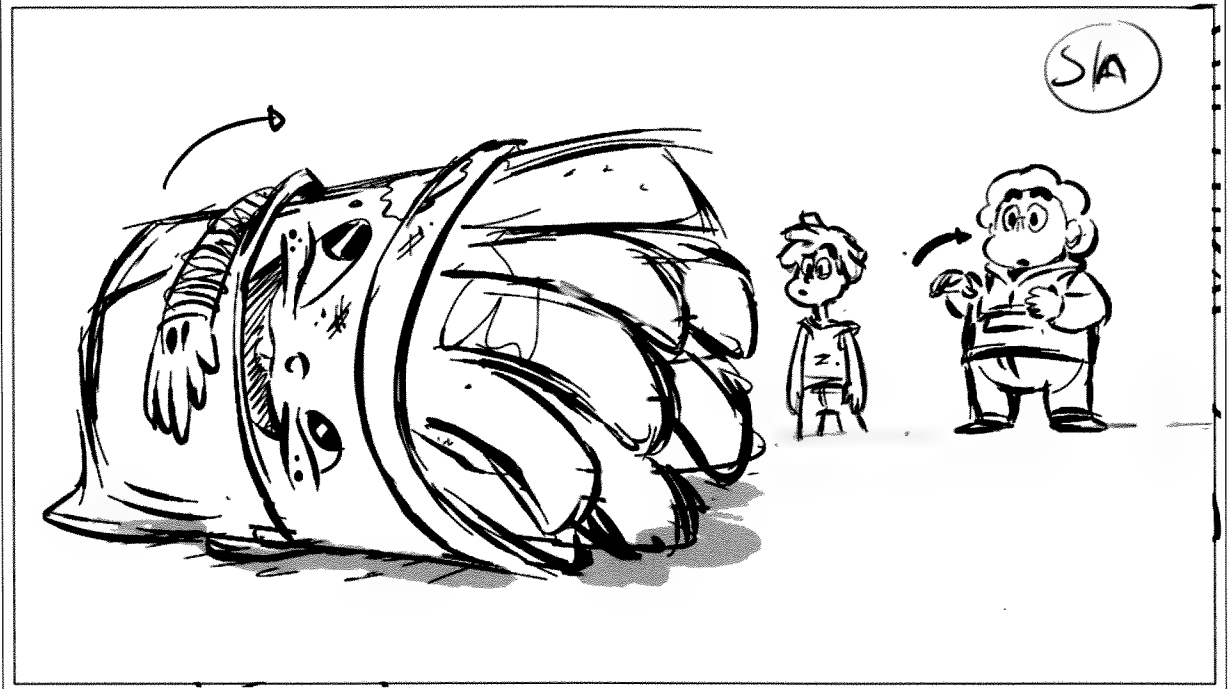
1020.008

1020.008

Scene	Panel	
	58	<i>CONT</i>
		2



Scene	Panel	
	58	<i>CONT</i>
		3

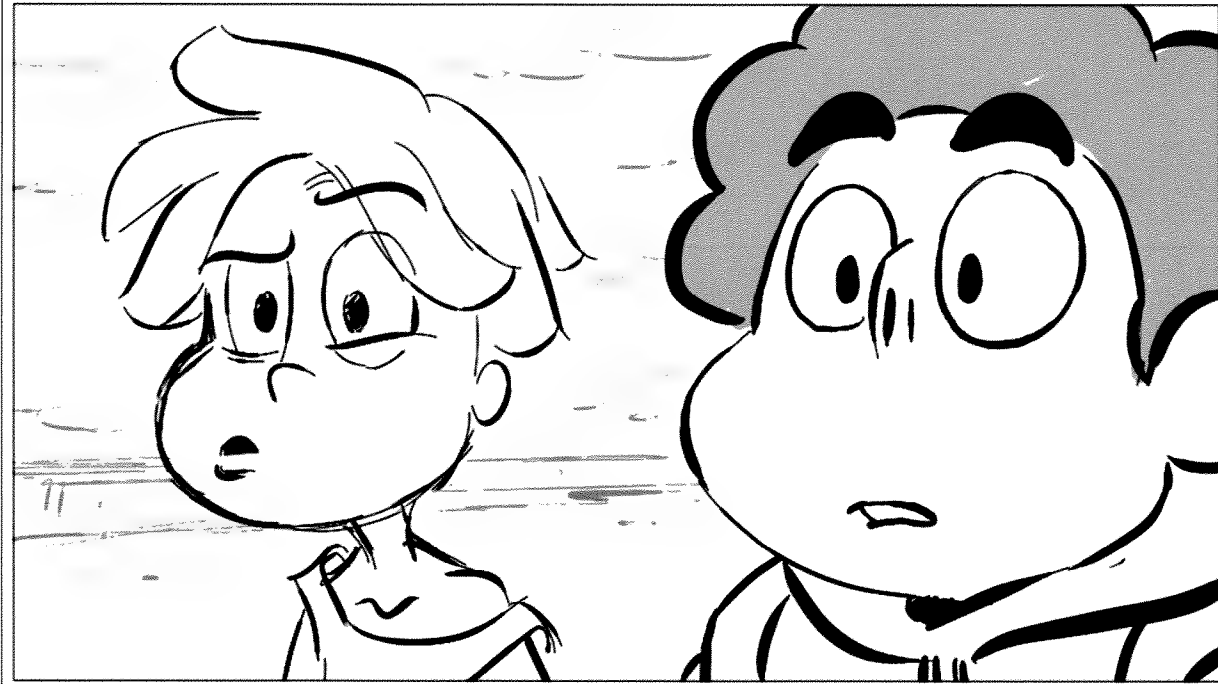


Action Notes
Frybo stops rolling

Slugging
2.08

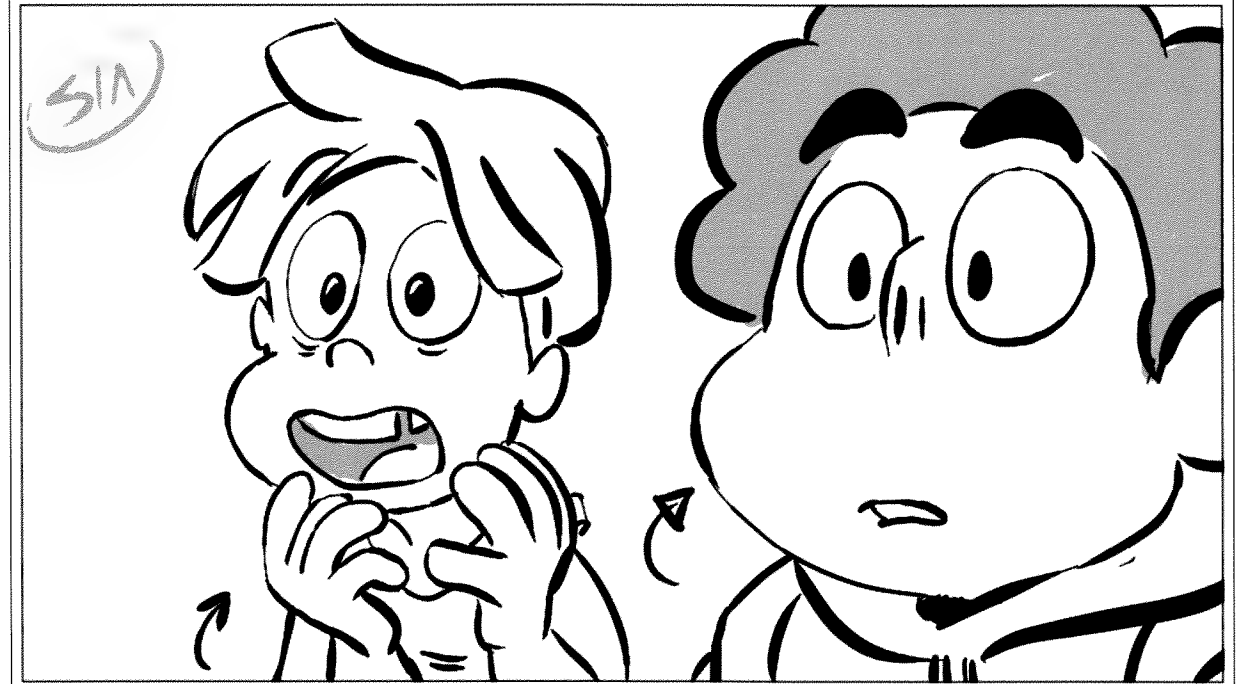
MAY 20 2013

Scene	Panel
59	1



Slugging
0.04

Scene	Panel
59	2



Dialog
PEE DEE: UNBELIEVABLE!

Slugging
3.07

MAY 20 2013

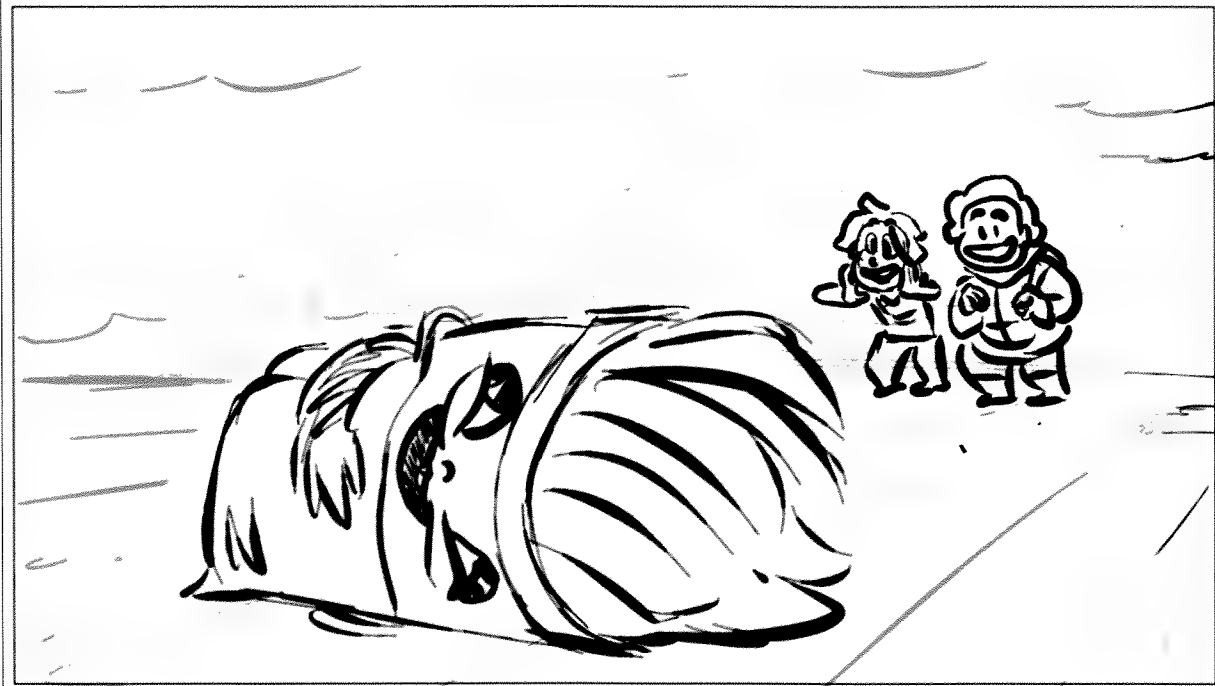
Scene	Panel
59	cont 3



Dialog
PEE DEE: GET UP!

Slugging
1.03

Scene	Panel
60	1



Slugging
0.13

MAY 20 2013

Scene	Panel
60	2
CONT	



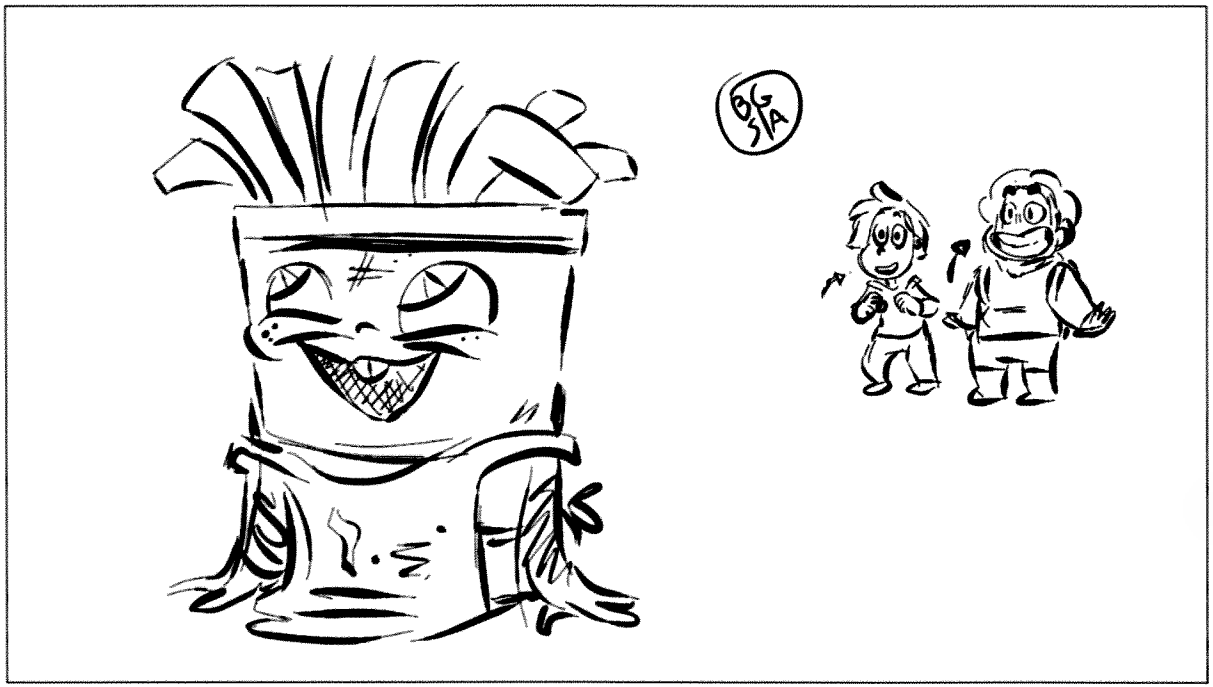
Action Notes

Frybo's body stands up

Slugging

0.05

Scene	Panel
60	3
CONT	



Slugging

2.02

MAY 20 2013

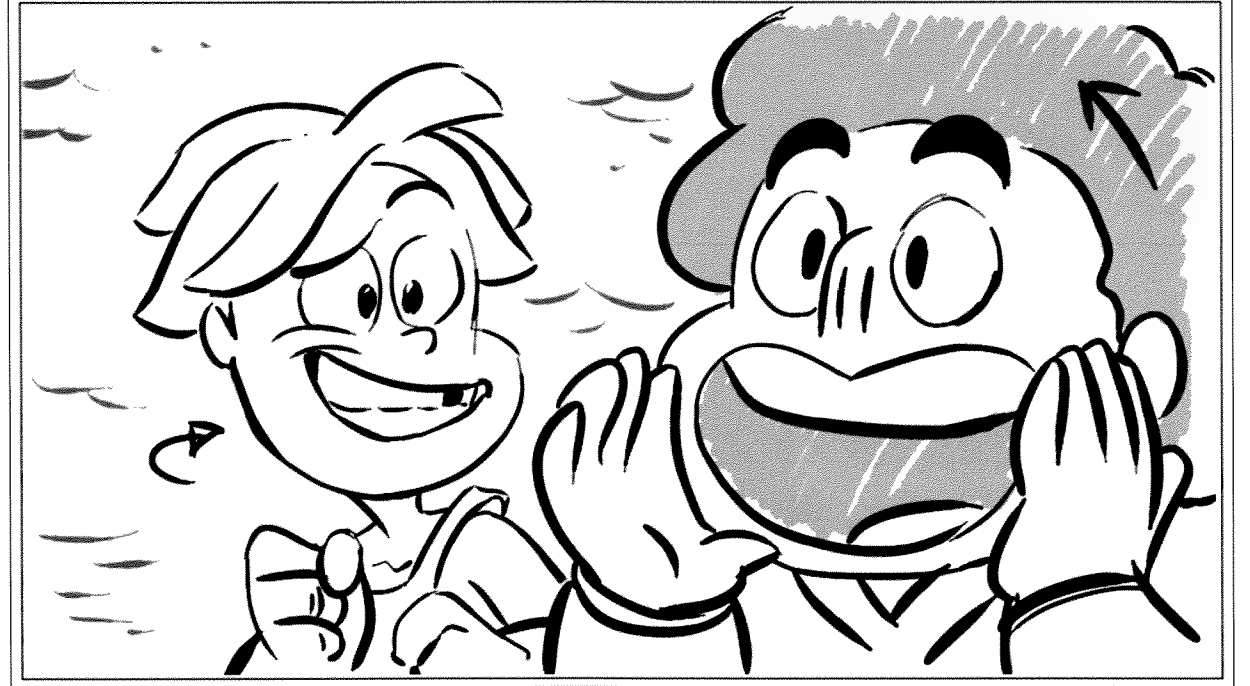
Scene	Panel
61	1



Dialog
STEVEN: DO A LITTLE DANCE!

Slugging
Panels 1 + 2 = 2.02

Scene	Panel
61	<i>cont</i> 2



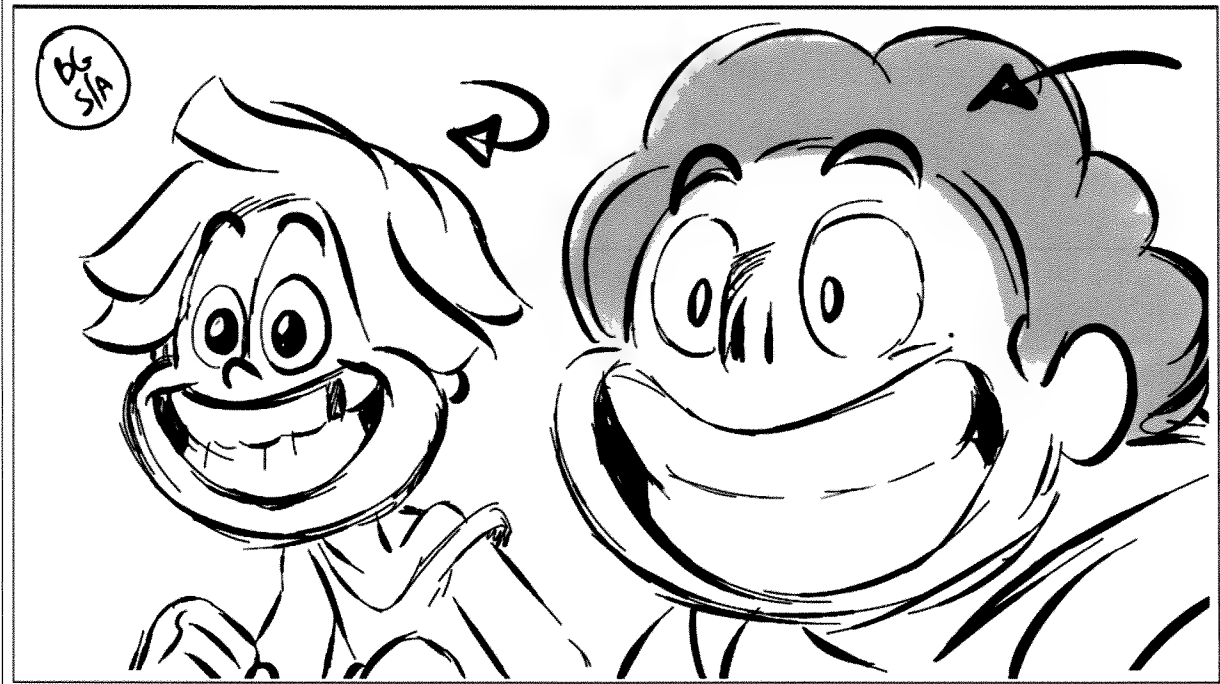
MAY 20 2013

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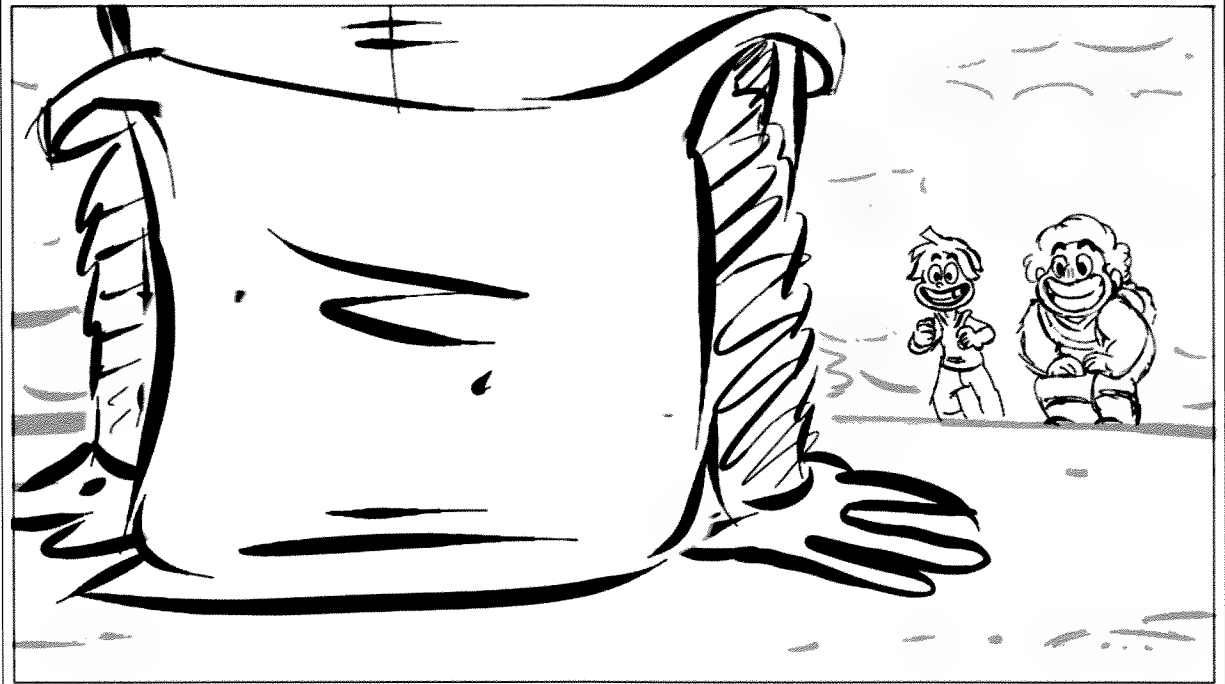
1020-008

Scene	Panel
61	3



Slugging
1.11

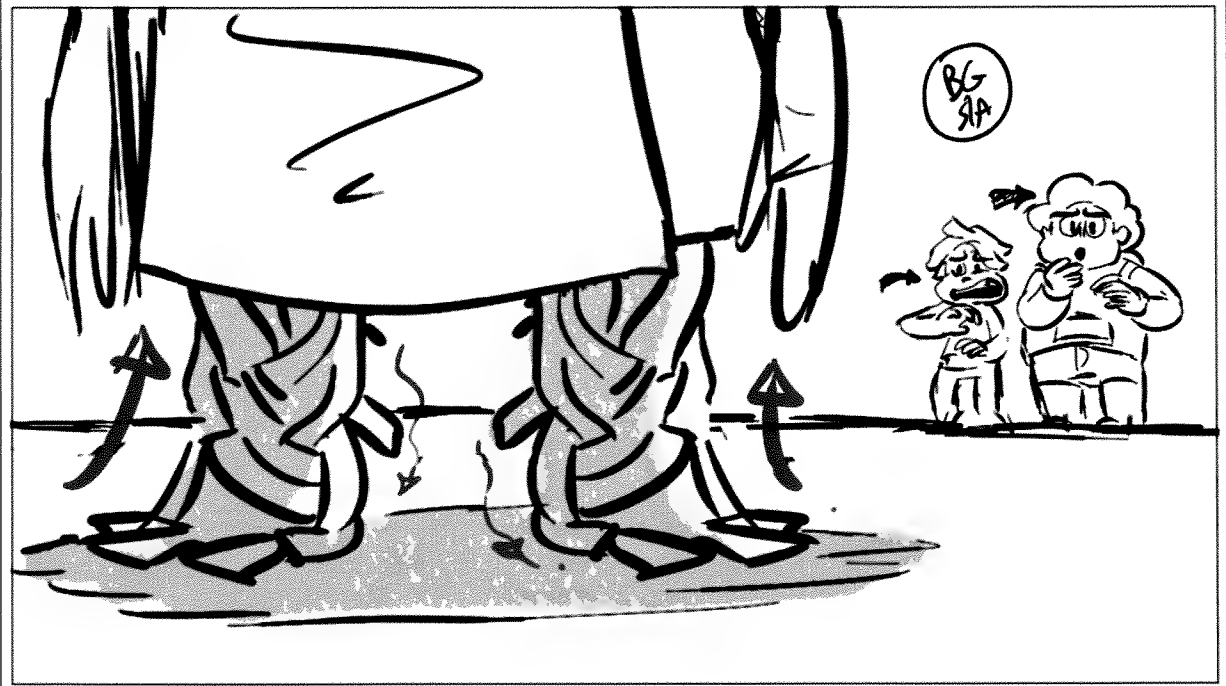
Scene	Panel
62	1



Slugging
1.08

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Scene	Panel
62	CONT 2

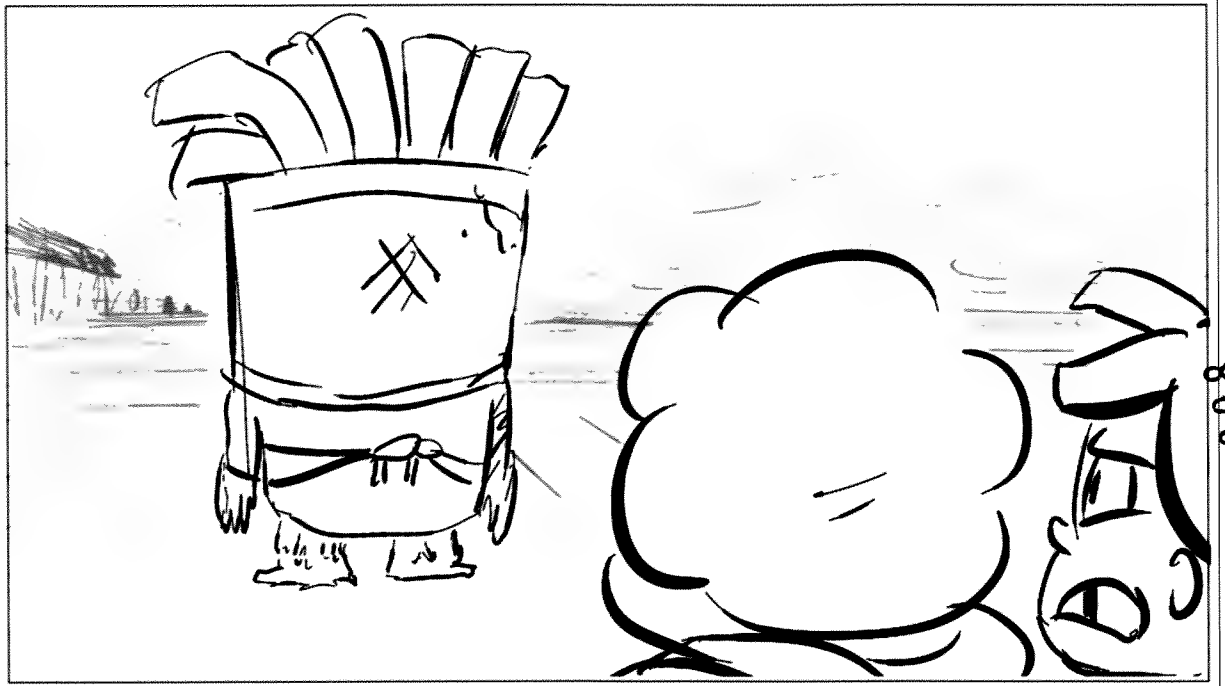


Dialog
PEE DEE: ECHH...

Action Notes
Legs grow beneath Frybo

Slugging
2.05

Scene	Panel
63	1



Slugging
1.12

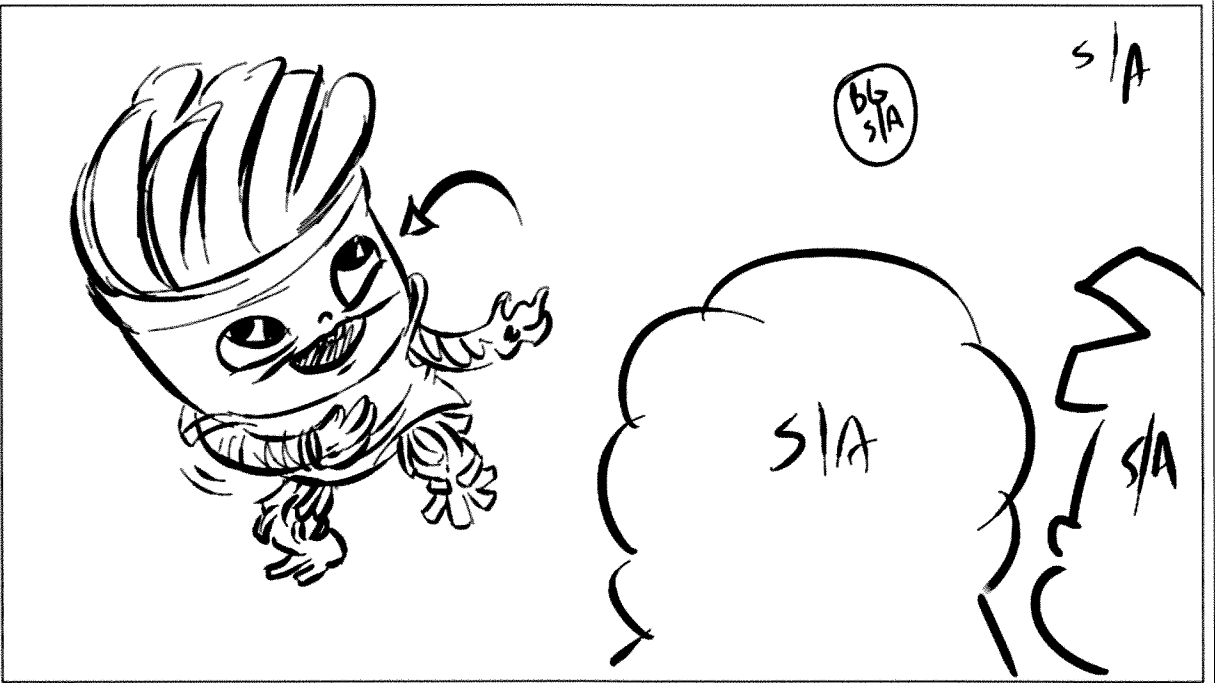
MAY 20 2013

Scene	Panel
63	2
CONT	



Slugging
1.13

Scene	Panel
63	3
CONT	



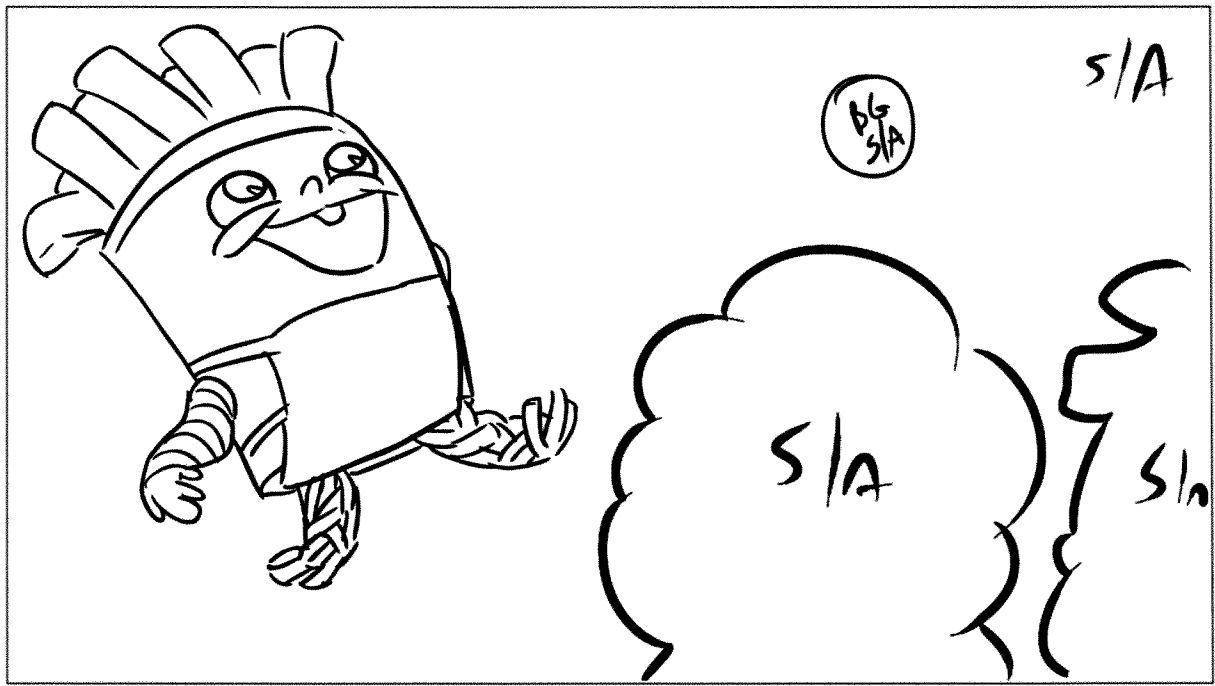
Action Notes
Frybo starts dancing

Slugging
Panels 3 to 6 x 7 = 1.01

Total: 8.06

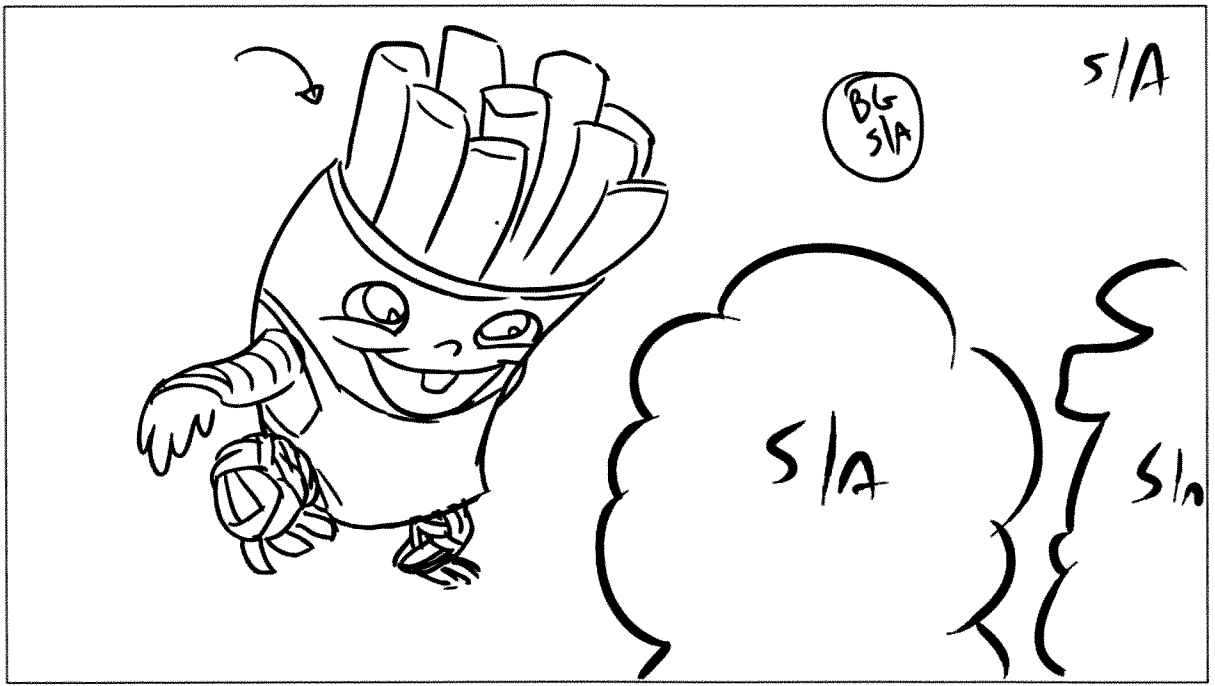
MAY 20 2013

Scene	Panel
63	CONT 4



Slugging
0.04

Scene	Panel
63	CONT 5



Dialog
FRYMAN (Off-Screen): WOW!

Slugging
0.04

MAY 20 2013

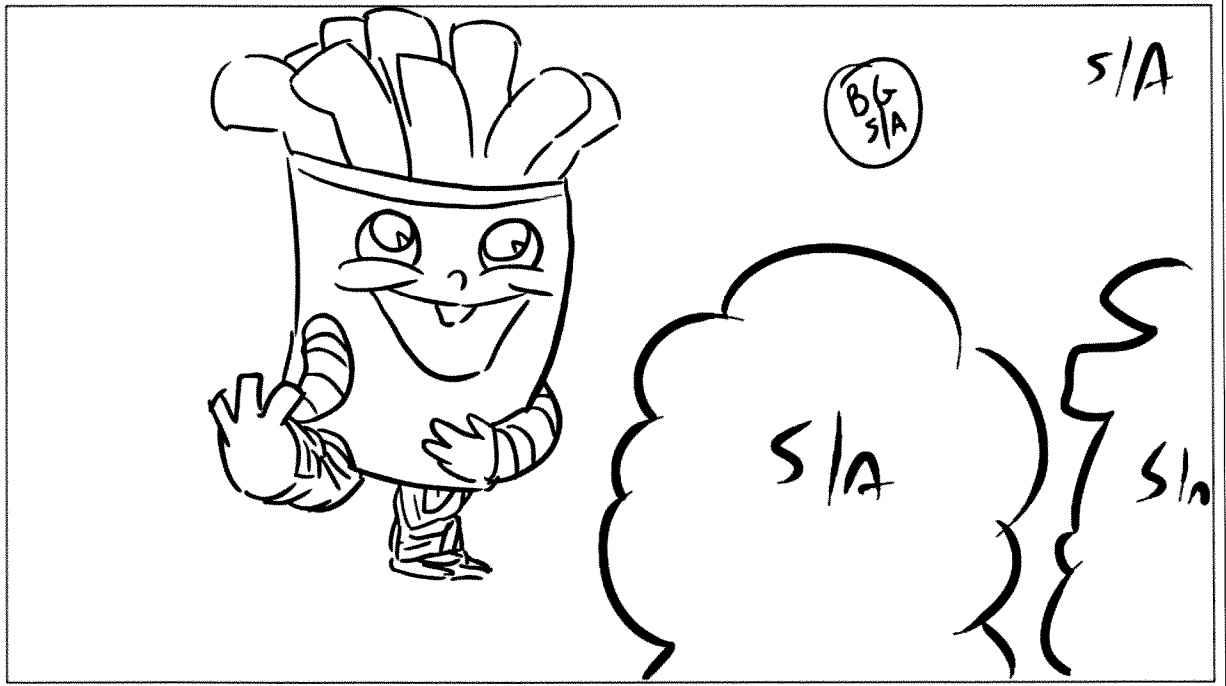
Scene

63

Panel

6

CONT



Dialog

FRYMAN (Off-Screen): ALL RIGHT!

Slugging

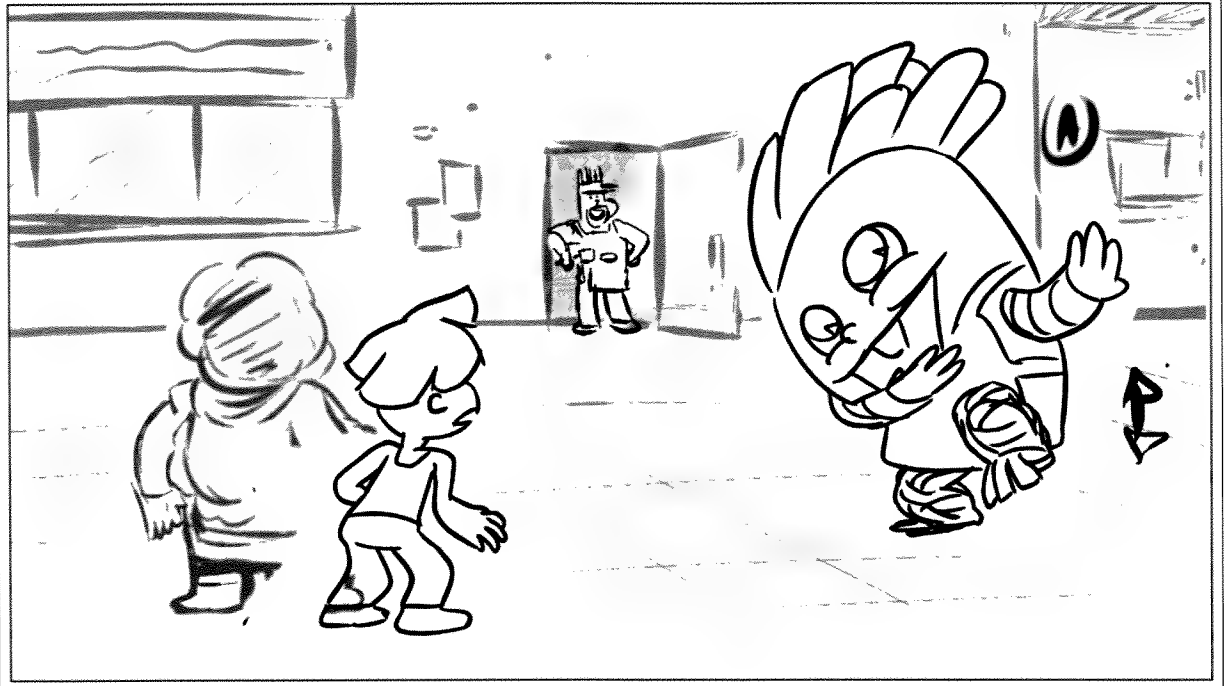
0.04

Scene

64

Panel

1



Dialog

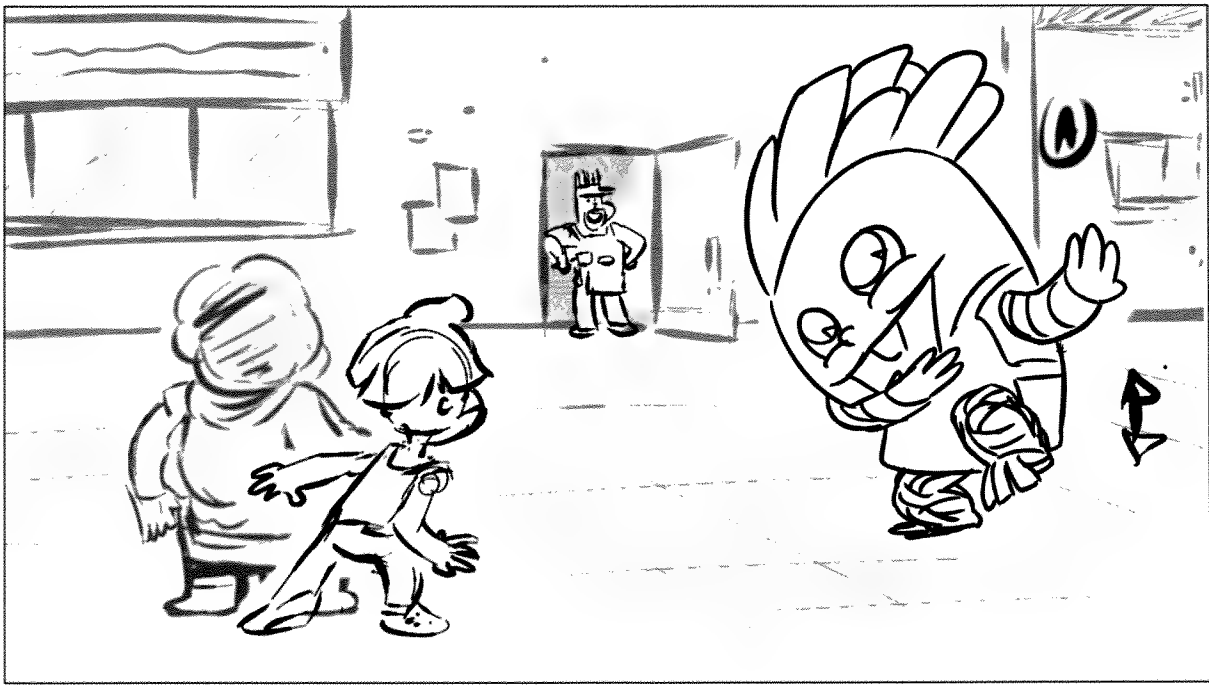
FRYMAN: IT IS...

Slugging

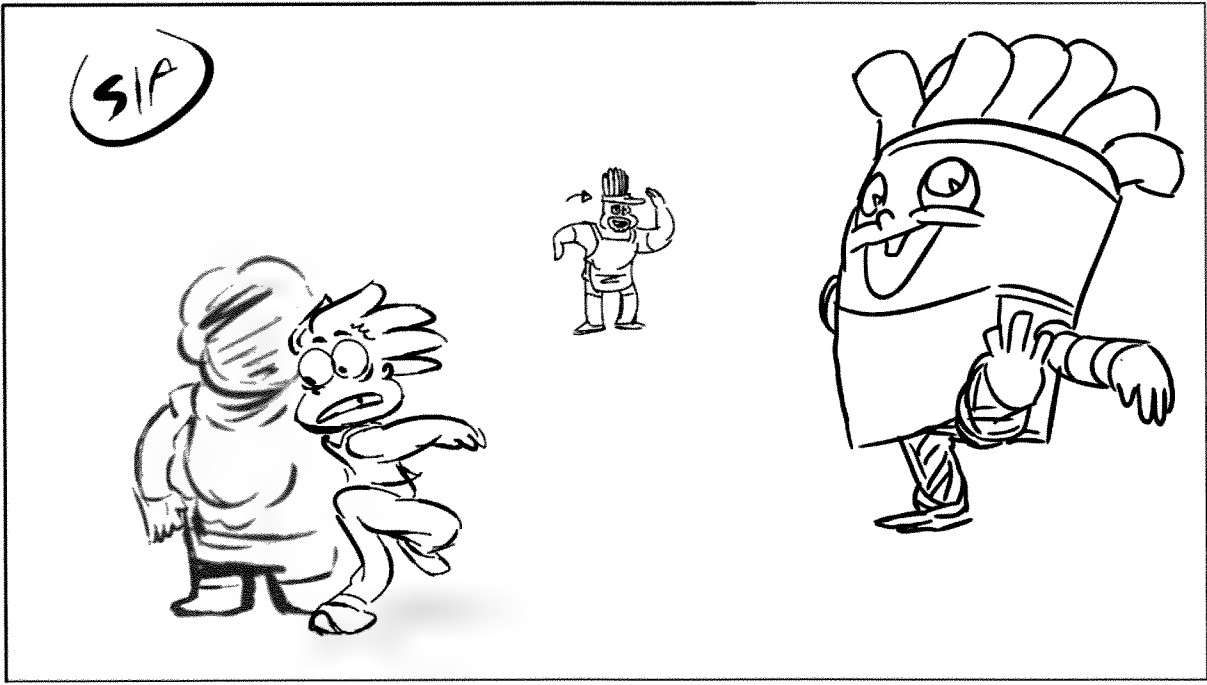
Panels 1 + 2 = 0.12

MAY 20 2013

Scene	Panel
64	CONT 2



Scene	Panel
64	CONT 3



Dialog

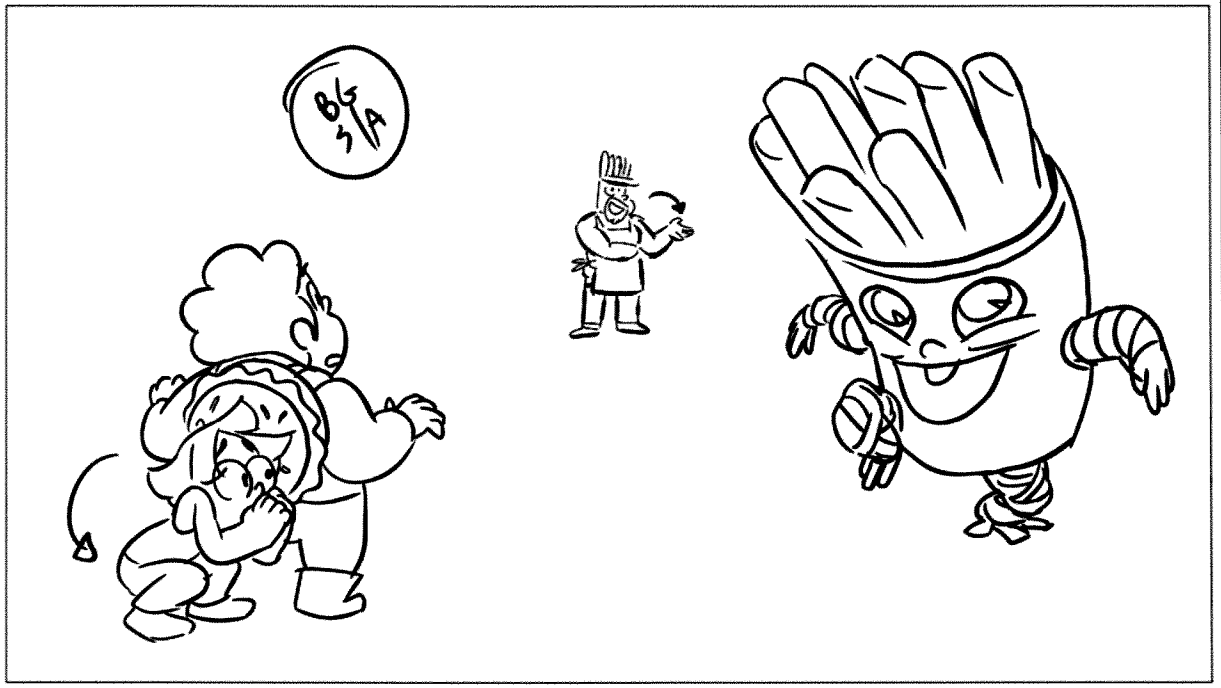
FRYMAN: ..IT IS ABOUT ...

Slugging

0.04

MAY 20 2013

Scene	Panel
64	4



Dialog

FRYMAN: TI... UH, I MEAN, GOOD JOB BUDDY!

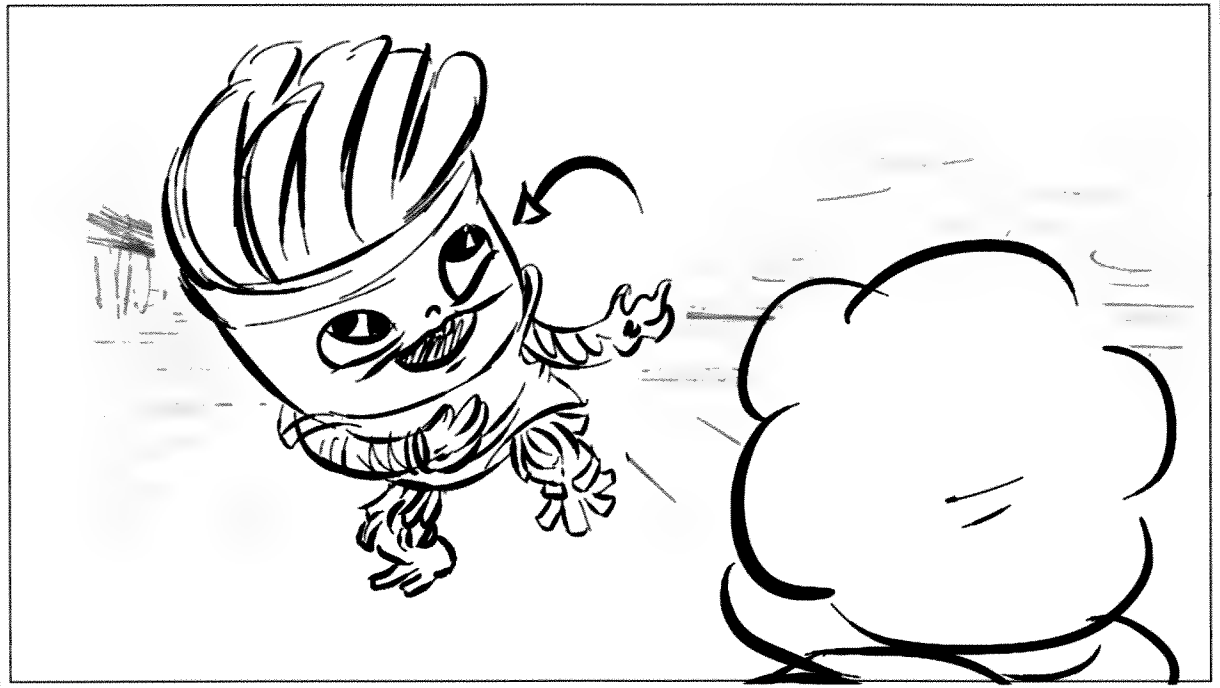
Action Notes

PD ducks behind Steven

Slugging

3.05

Scene	Panel
65	1



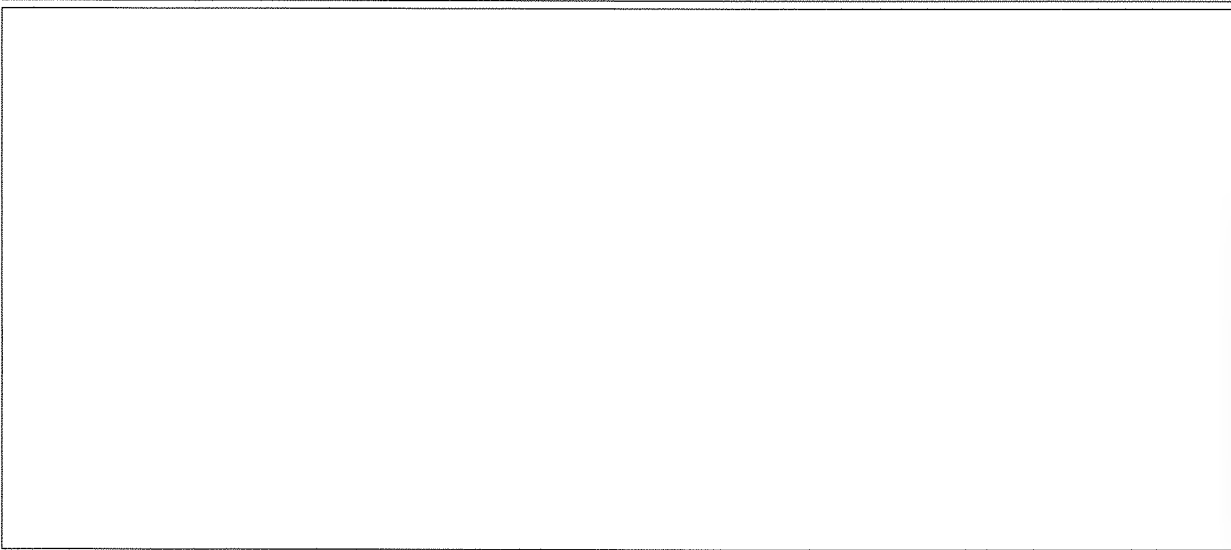
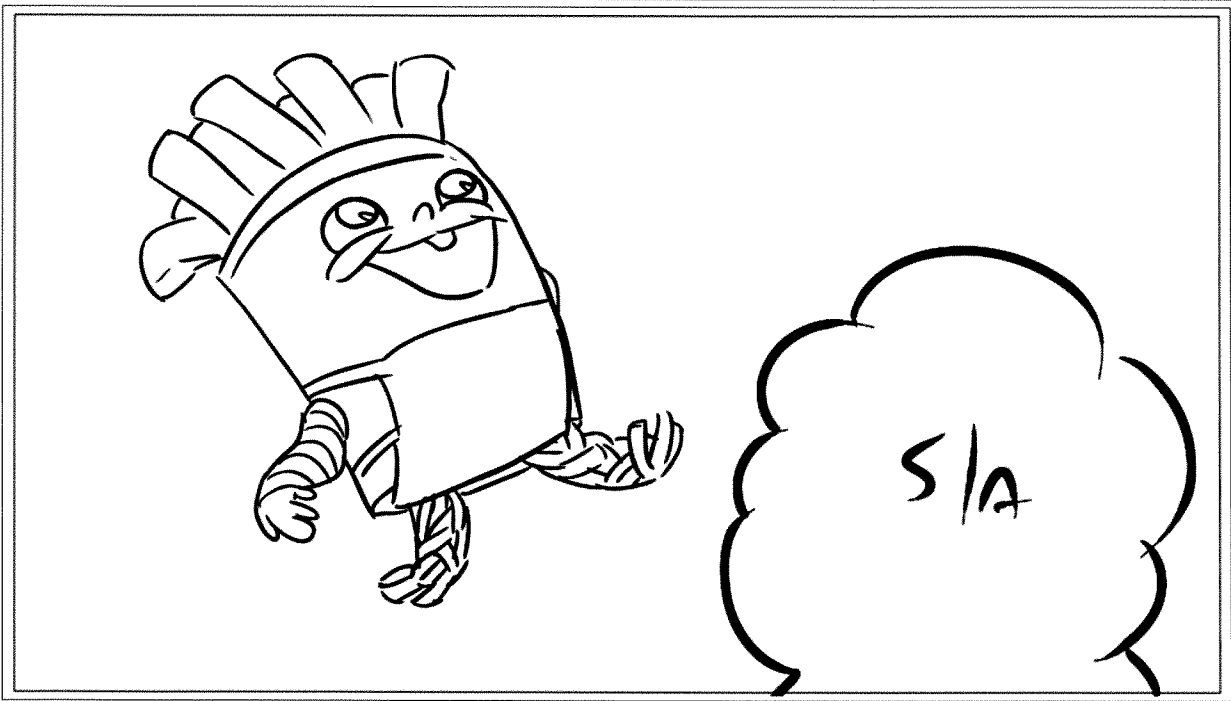
Slugging

Panels 1 to 4 x 4 = 1.01

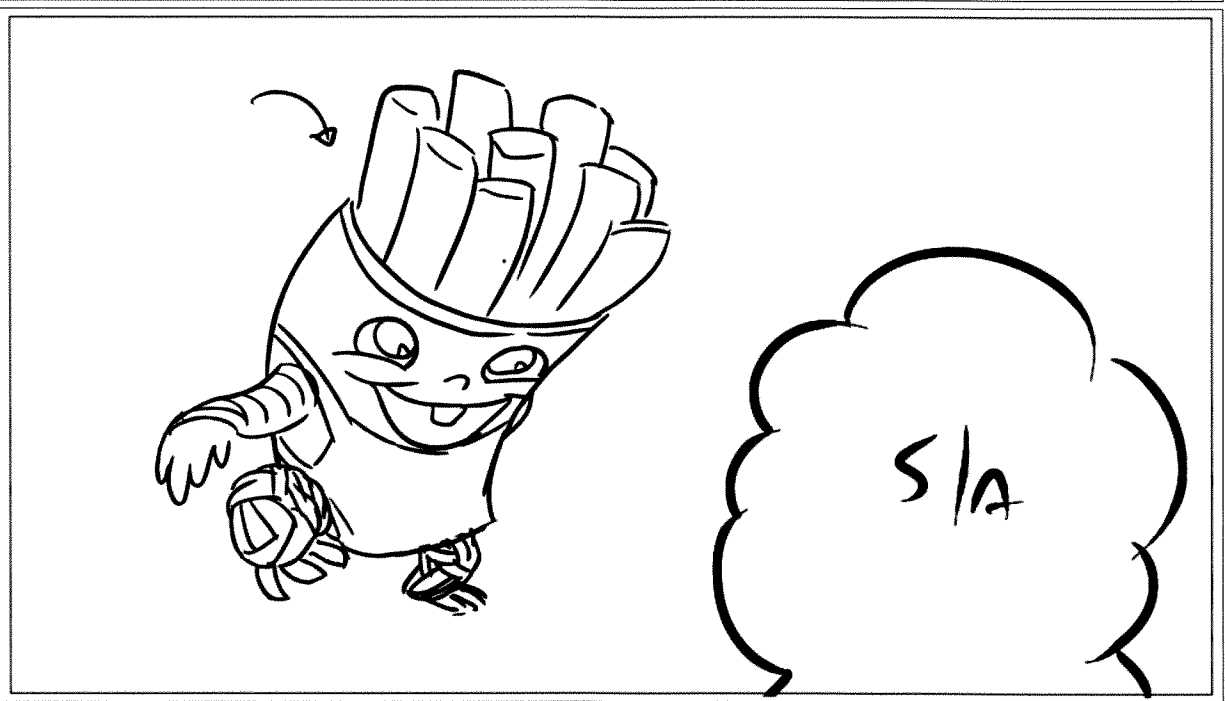
Total: 4.03

MAY 20 2013

Scene	Panel	
65	CONT	2



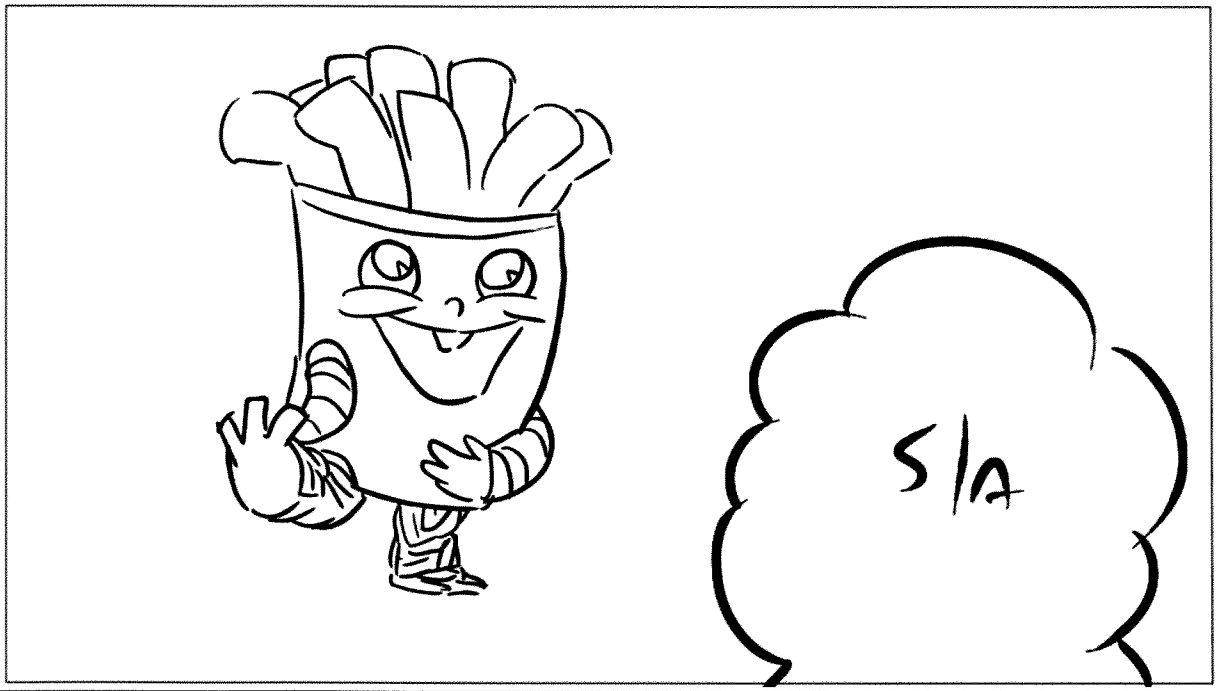
Scene	Panel	
65	CONT	3



Dialog
FRYMAN (Off-Screen): NOW THATS...

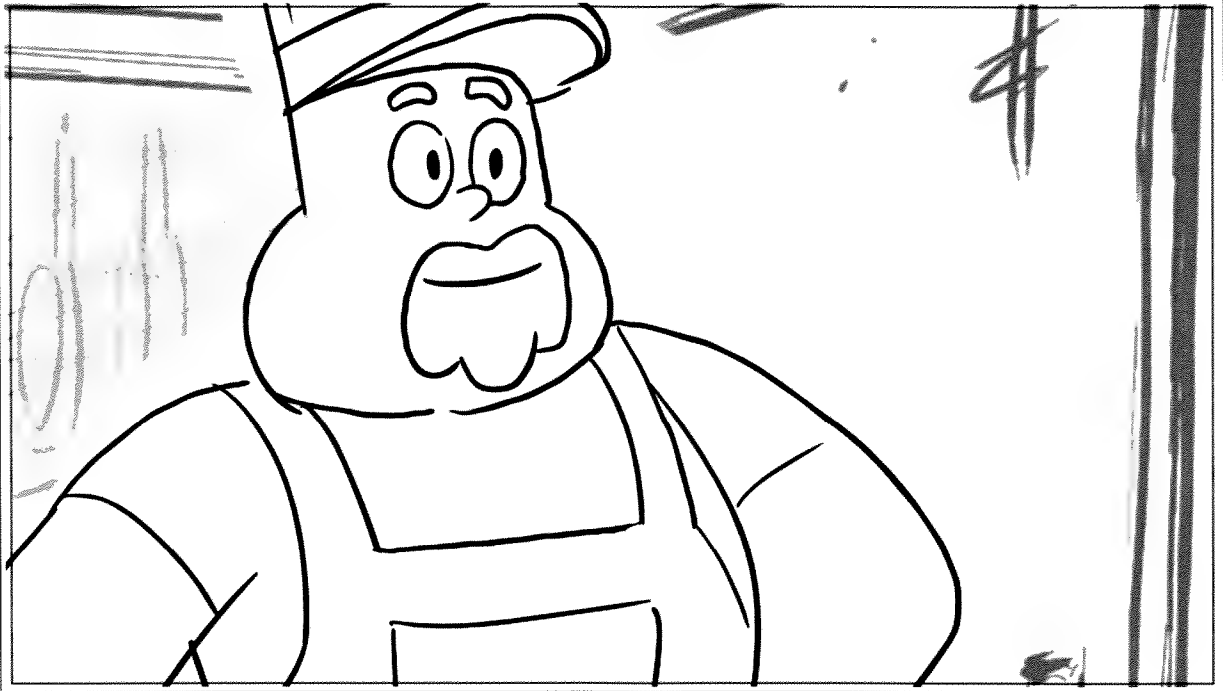
MAY 20 2013

Scene 65 Panel 4



Dialog
FRYMAN (Off-Screen): ...SOMETHING!

Scene 66 Panel 1



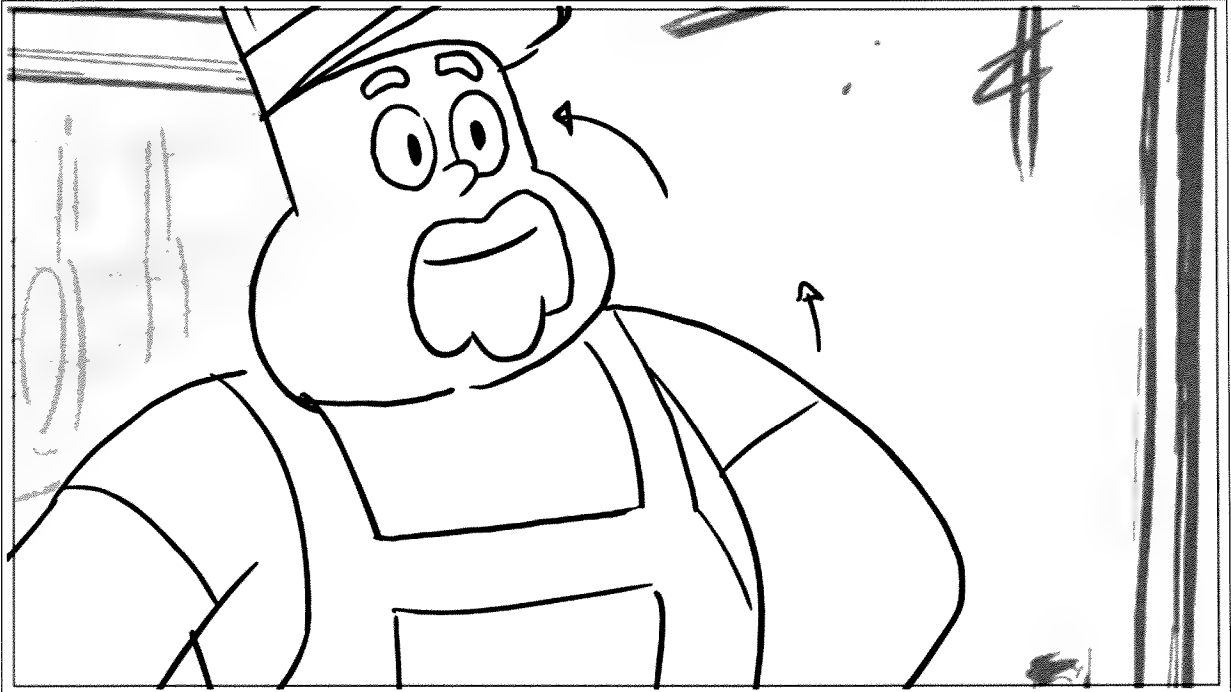
Dialog
FRYMAN: HEY HEY!

Action Notes
Fryman bobbing along to Frybo's dancing

Slugging
Panels 1 to 3 x 4 = 0.12

Total: 3.04

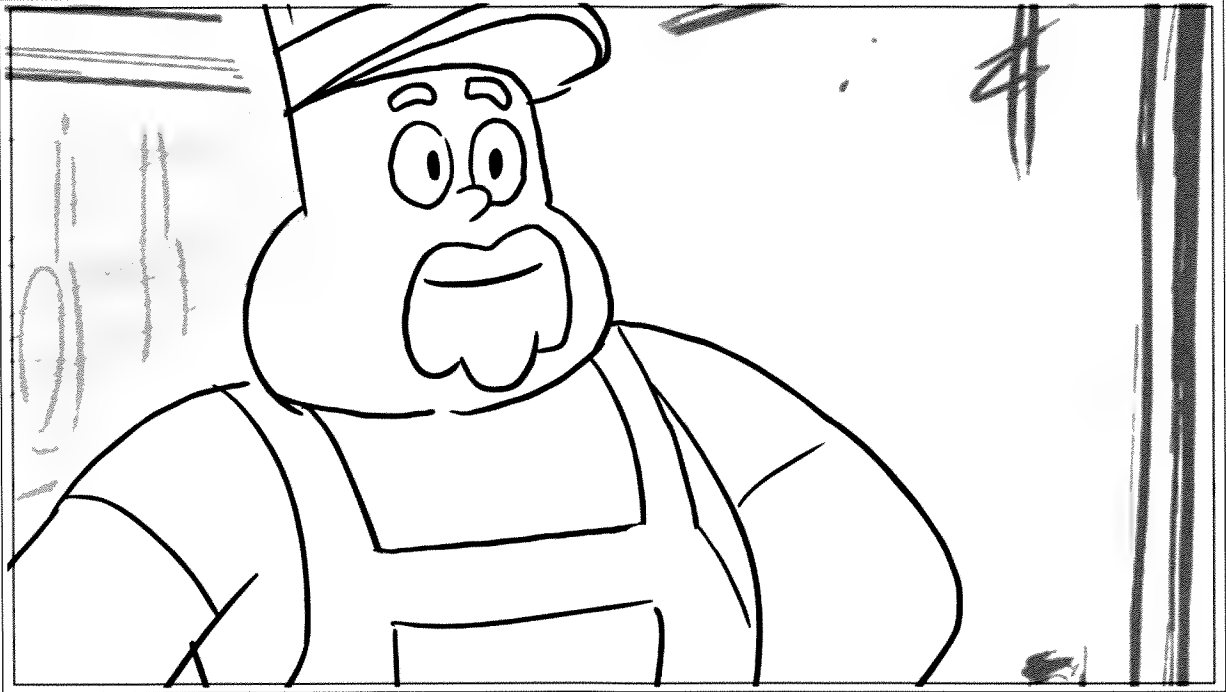
Scene	Panel	
	66	CONT
		2



Dialog

FRYMAN: HA HA!

Scene	Panel	
	66	CONT
		3



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Scene	67	Panel	1
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Dialog

FRYMAN (Off-Screen): WHILE, ALL RIGHT!

Action Notes

Steven dancing along with frybo. PEEDEE hides behind STEVEN

Slugging

0.08

Scene	67	Panel	2
-------	----	-------	---

Action Notes

CYCLE THIS AND NEXT THREE PANLES

Slugging

Panels 2 to 5 x 2 = 1.04

Total: 2.11

Scene	Panel	
67	CONT	3



Slugging
0.04

Scene	Panel	
67	CONT	4



Slugging
0.04

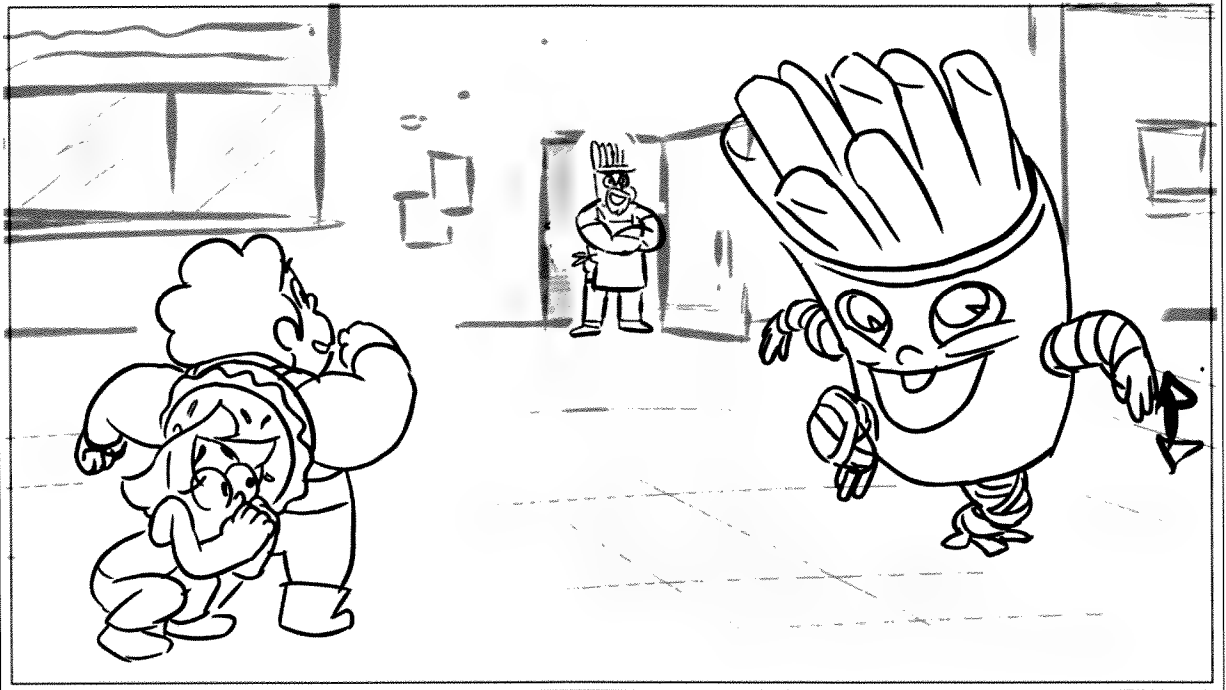
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Scene	Panel
67	CONT
	5



Slugging
0.04

Scene	Panel
68	
	1

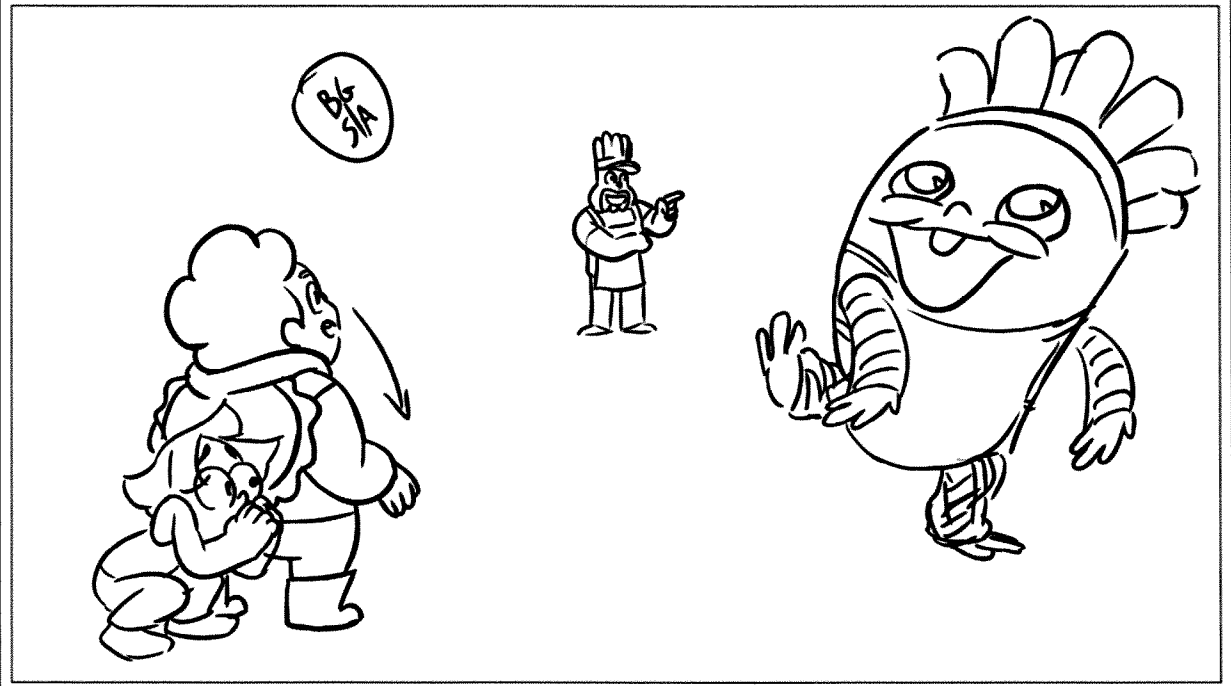


Action Notes
Frybo still dancing

Slugging
0.10

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Scene	Panel
68	CONT
2	



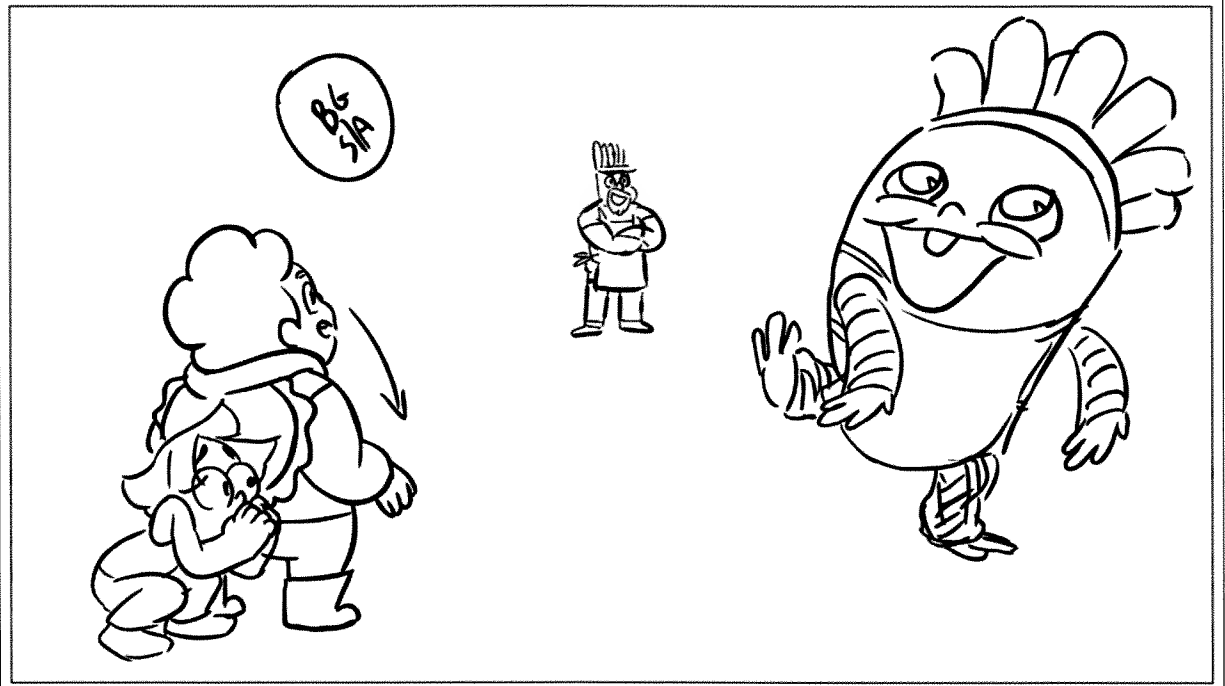
Dialog

FRYMAN: THAT'S WHAT I'M TALKING ABOUT...

Slugging

2.03

Scene	Panel
68	CONT
3	



Dialog

FRYMAN: ...FRYBO!

Slugging

0.14

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Scene	Panel
69	1



Slugging
0.09

Scene	Panel
69	2



Dialog
FRYMAN (Off-Screen): HA HA!

Slugging
2.03

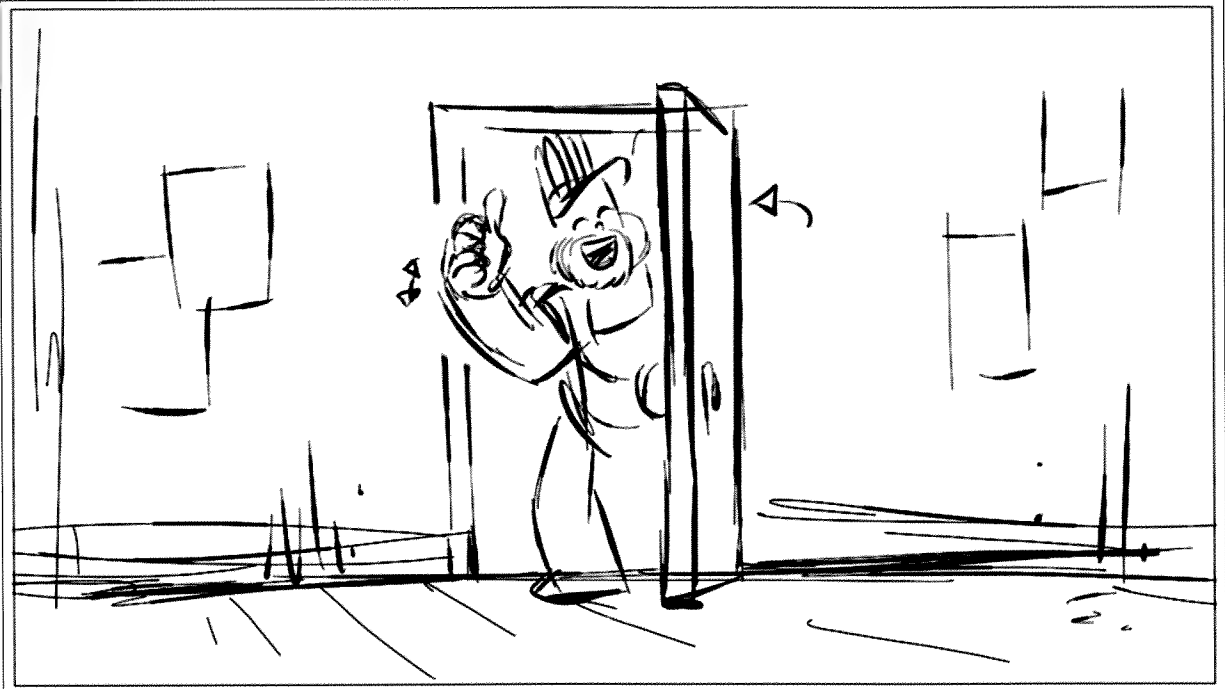
MAY 20 2013

Scene	Panel
70	1



Slugging
Panels 1 + 2 = 1.09

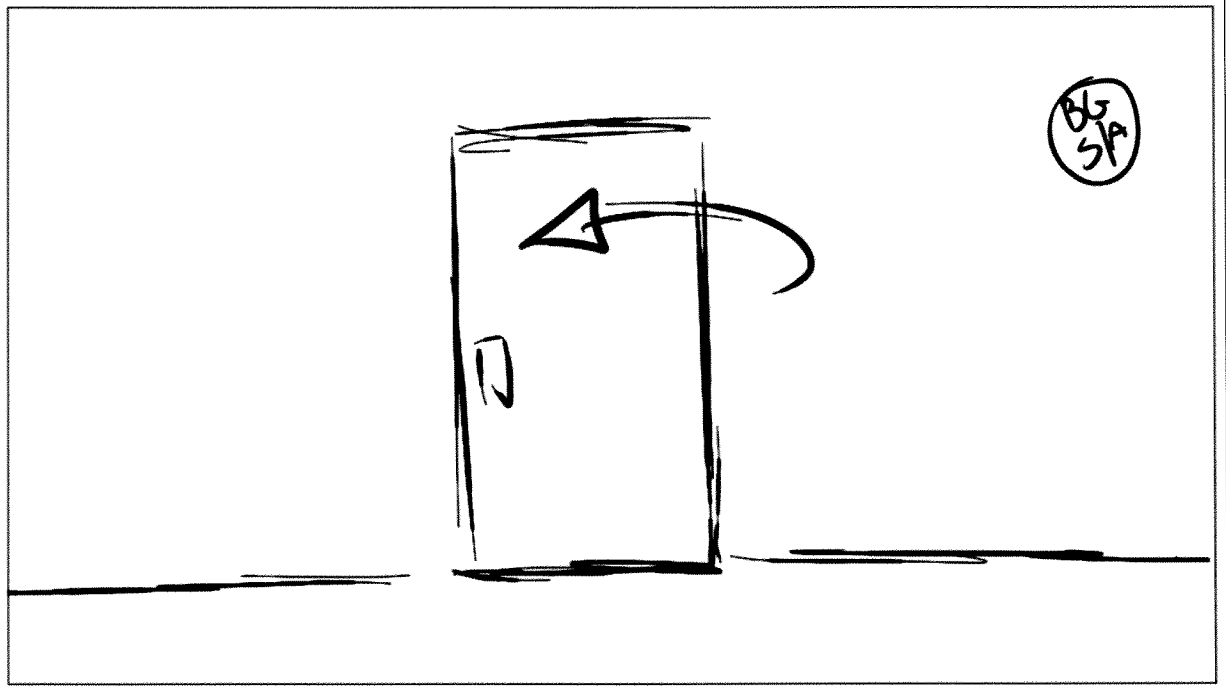
Scene	Panel
70	2



Dialog
FRYMAN: KEEP IT UP!

MAY 20 2013

Scene	Panel
70	CONT
	3



Slugging
1.07

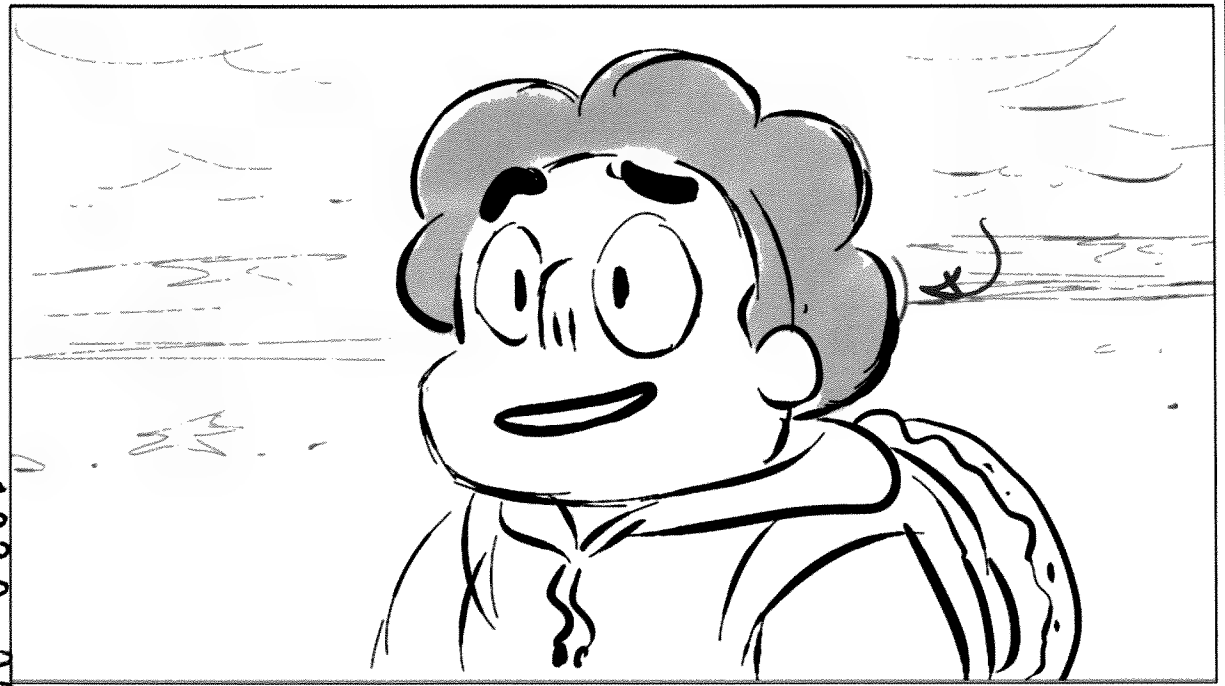
Scene	Panel
71	
	1



Slugging
Panels 1 + 2 = 0.12

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Scene	Panel
71	2
CONT	



Scene	Panel
71	3
CONT	



Dialog

PEE DEE: I'M-

Slugging

Panels 3 + 4 = 4.00

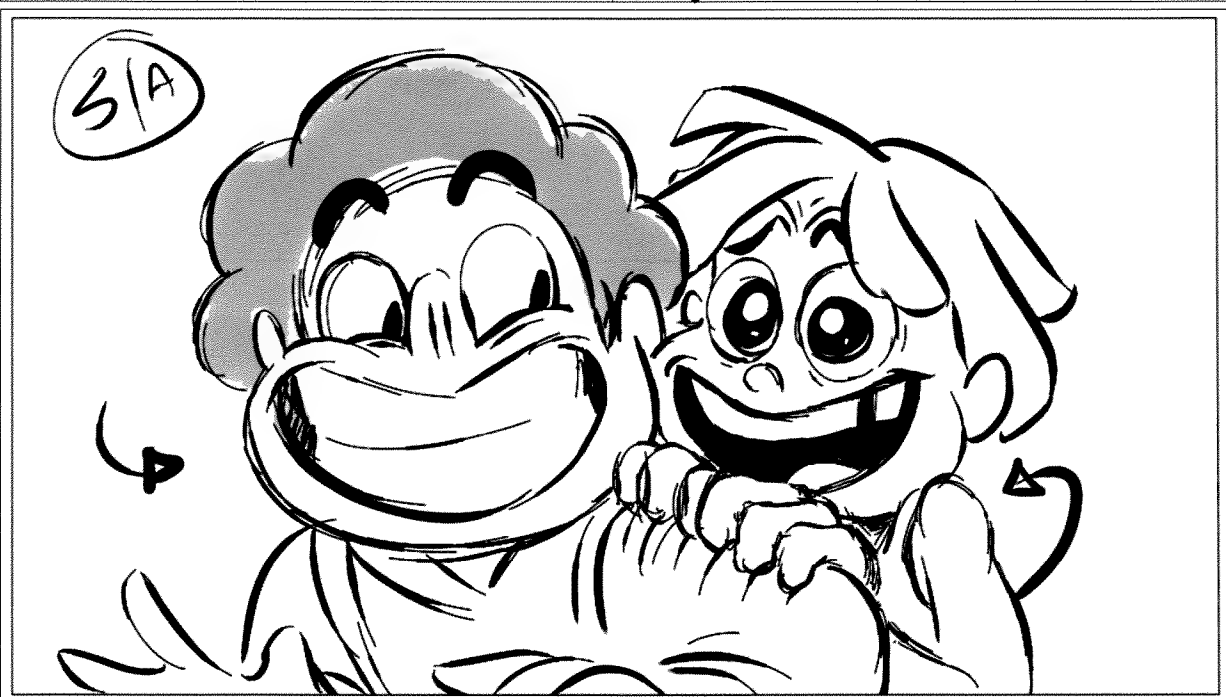
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Scene	Panel
71	CONT
	4



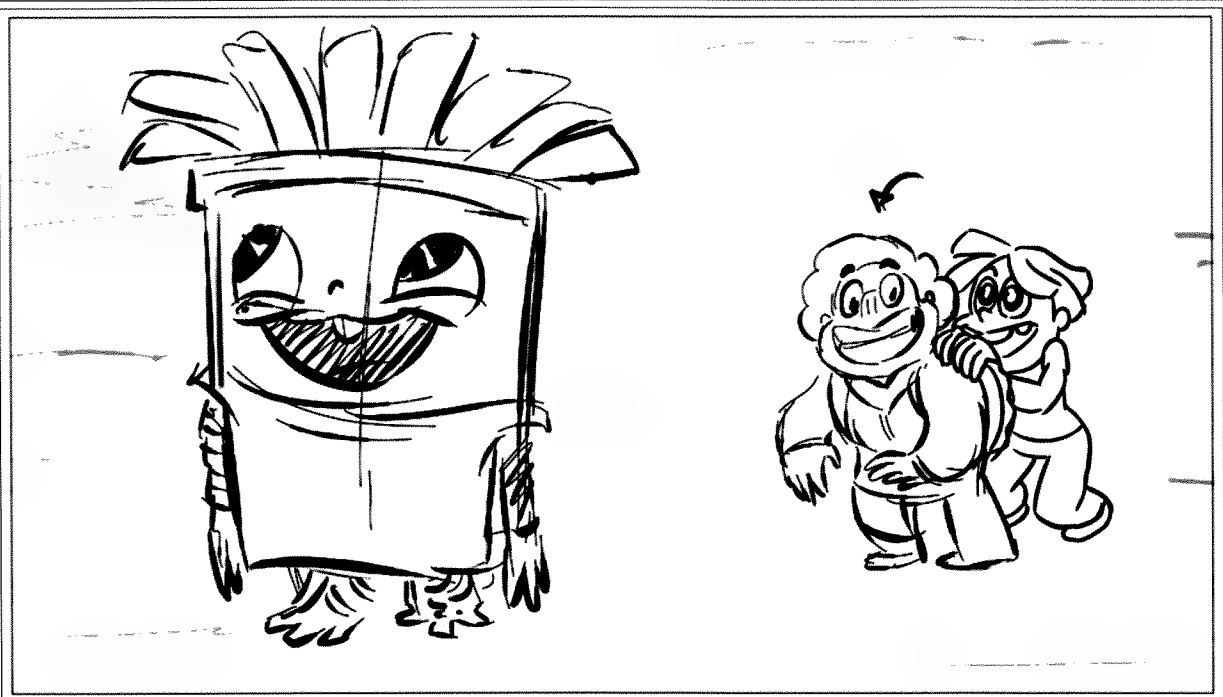
Dialog

PEE DEE: -FREE!!

Action Notes

PD pulls himself up by Steven

Scene	Panel
72	
	1

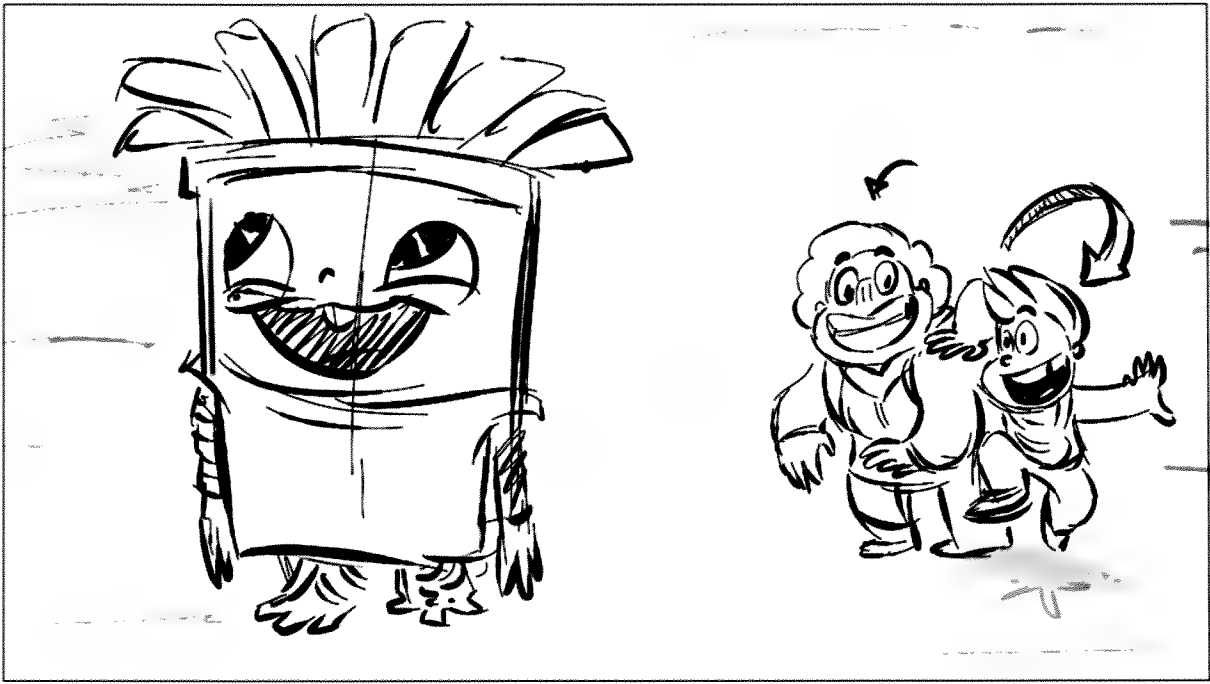


Slugging

Panels 1 + 2 = 1.06

MAY 20 2013

Scene	Panel	
	72	CONT
		2



Dialog

PEE DEE: YOU GOT...

Action Notes

PD jumps out from behind Steven

Scene	Panel	
	72	CONT
		3



Dialog

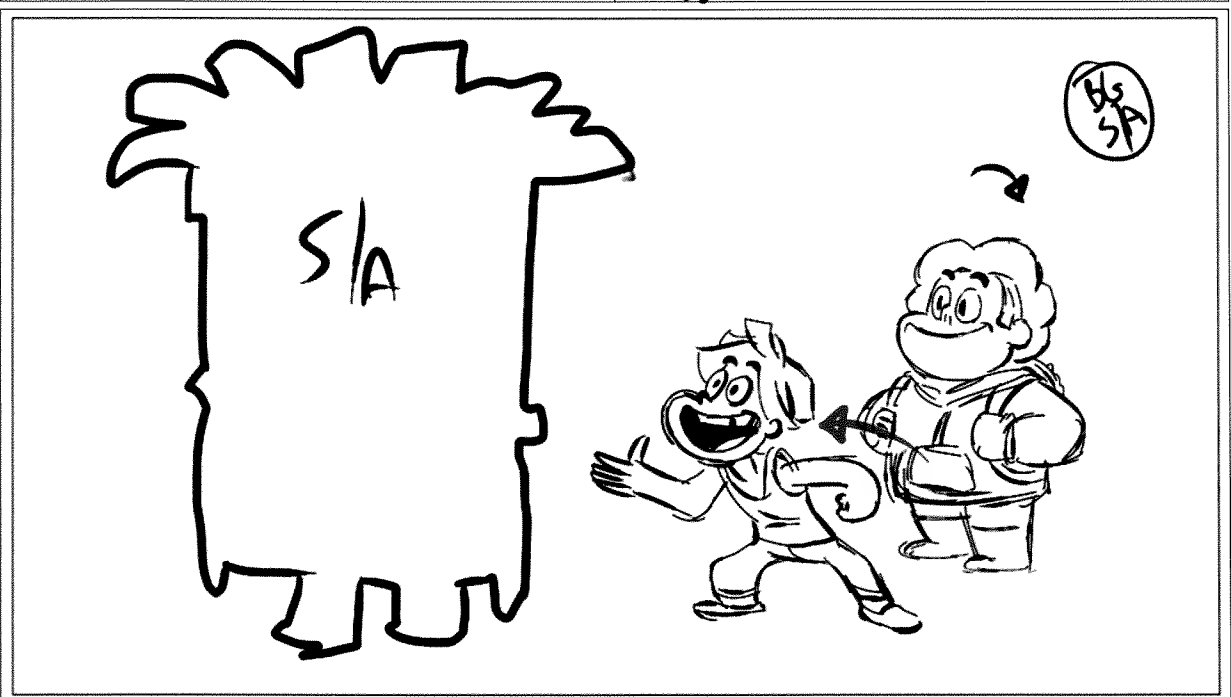
PEE DEE: ...THE JOB, FRYBO!

Slugging

1.15

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Scene 72 Panel 4



Dialog
PEE DEE: LET'S SHAKE ON IT!

Slugging
2.00

Scene 72 Panel 5



Action Notes
Action: Frybo's arms inflate

Slugging
1.08
MAY 20 2013

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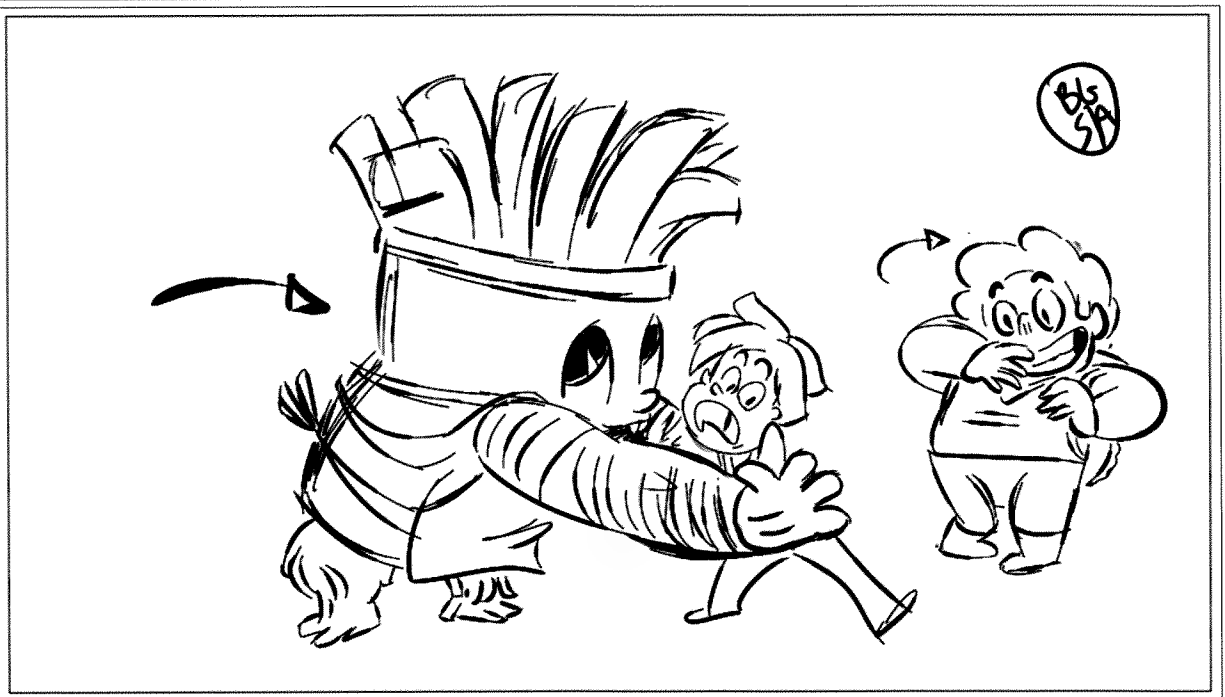
1020-008

Scene	Panel	
72	cont	6



Slugging
1.04

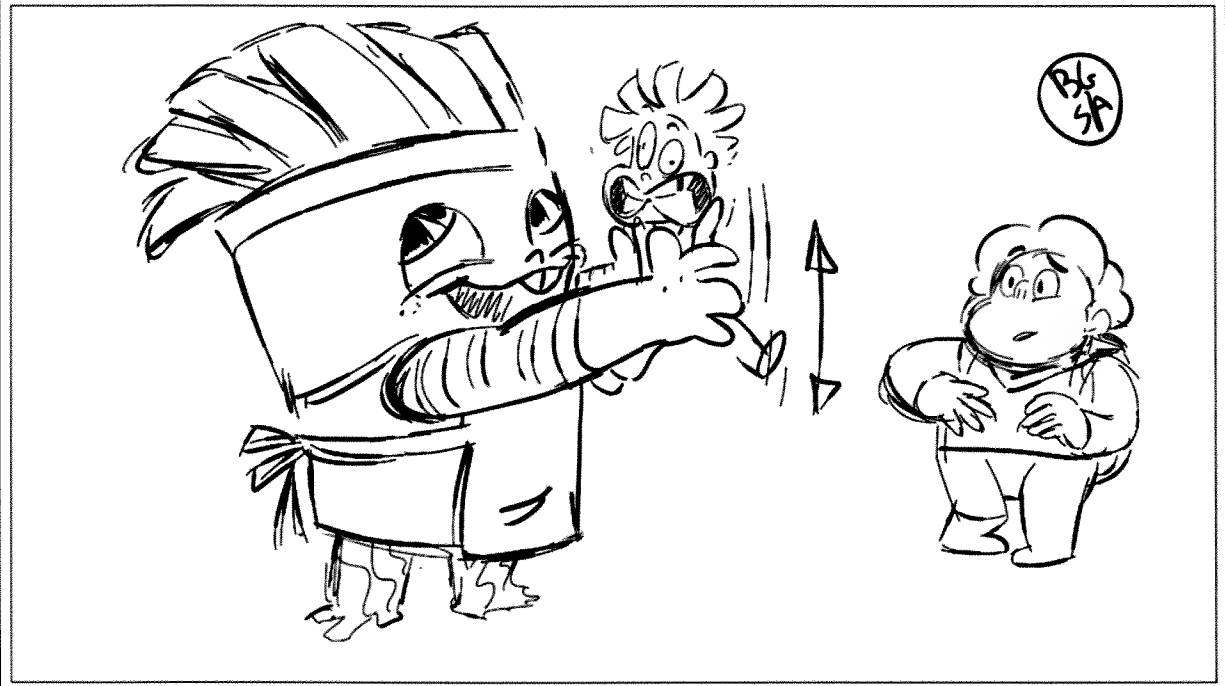
Scene	Panel	
72	cont	7



Slugging
0.07

MAY 20 2013

Scene	Panel	
	72	cont
		8



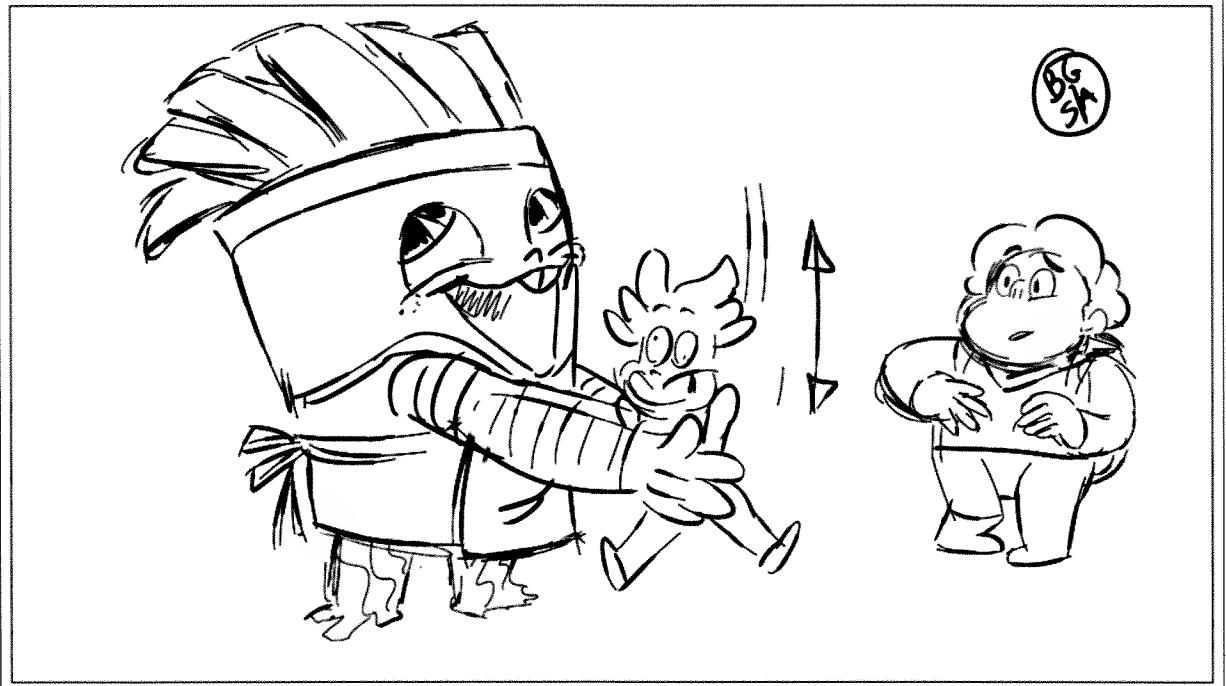
Action Notes

Action: Frybo shakes Peedee vigorously

Slugging

Panels 8 + 9 = 1.15

Scene	Panel	
	72	cont
		9



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Scene	Panel
73	1



Dialog
STEVEN: HAAAAA!! HE'S GOT JOKES!

Slugging
Panels 1 + 2 = 4.04

Scene	Panel
73	2



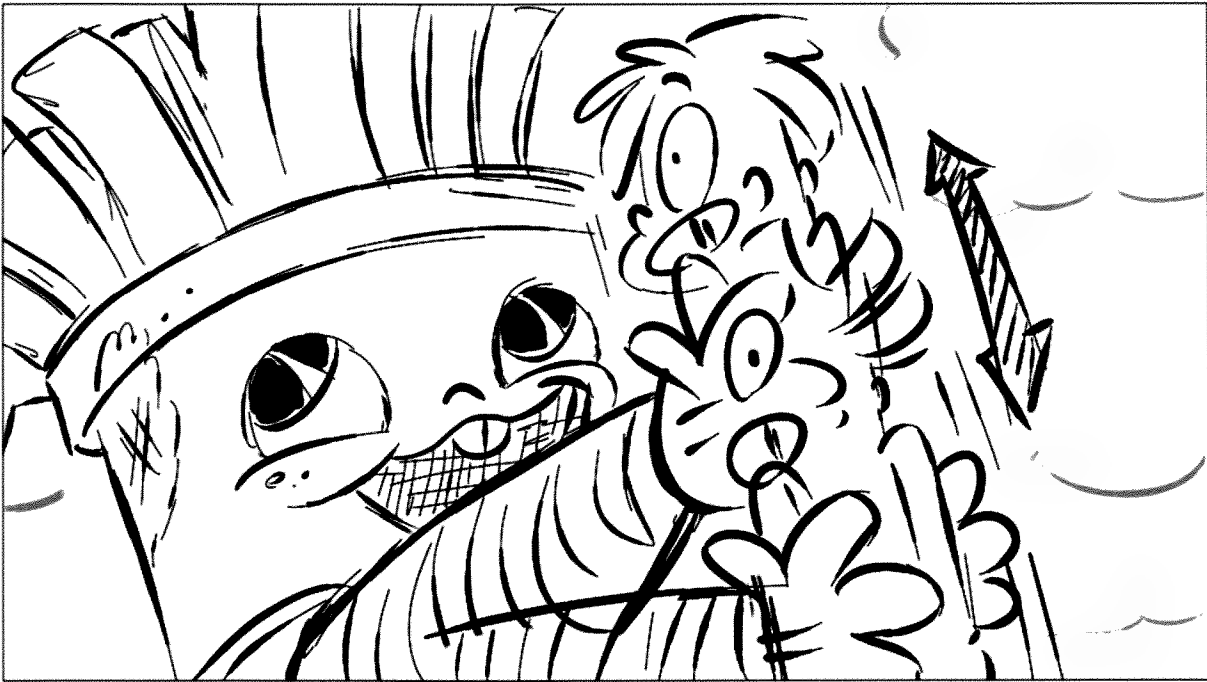
Dialog
STEVEN: HAAAAA!! HE'S GOT JOKES!

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Scene	Panel
74	1



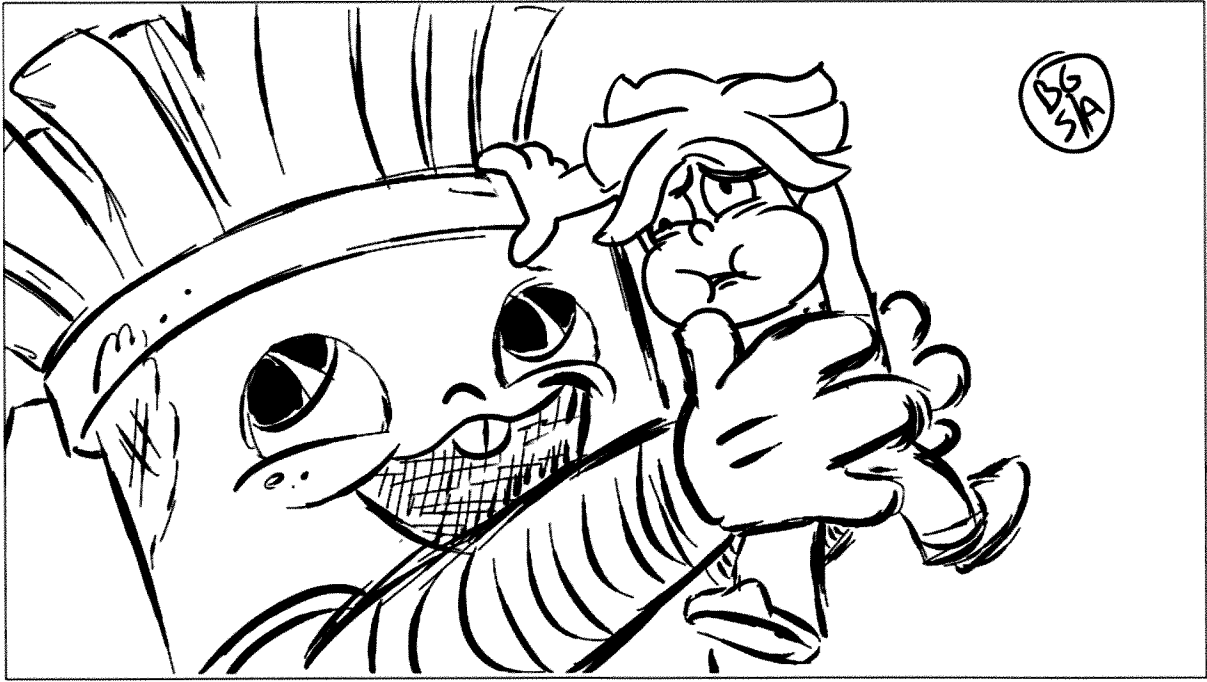
Dialog
PEE DEE: OK! NO MORE SHAKING!

Action Notes
Action: Frybo shaking Peedee vigorously

Slugging
3.08

Scene	Panel
74	2

CONT

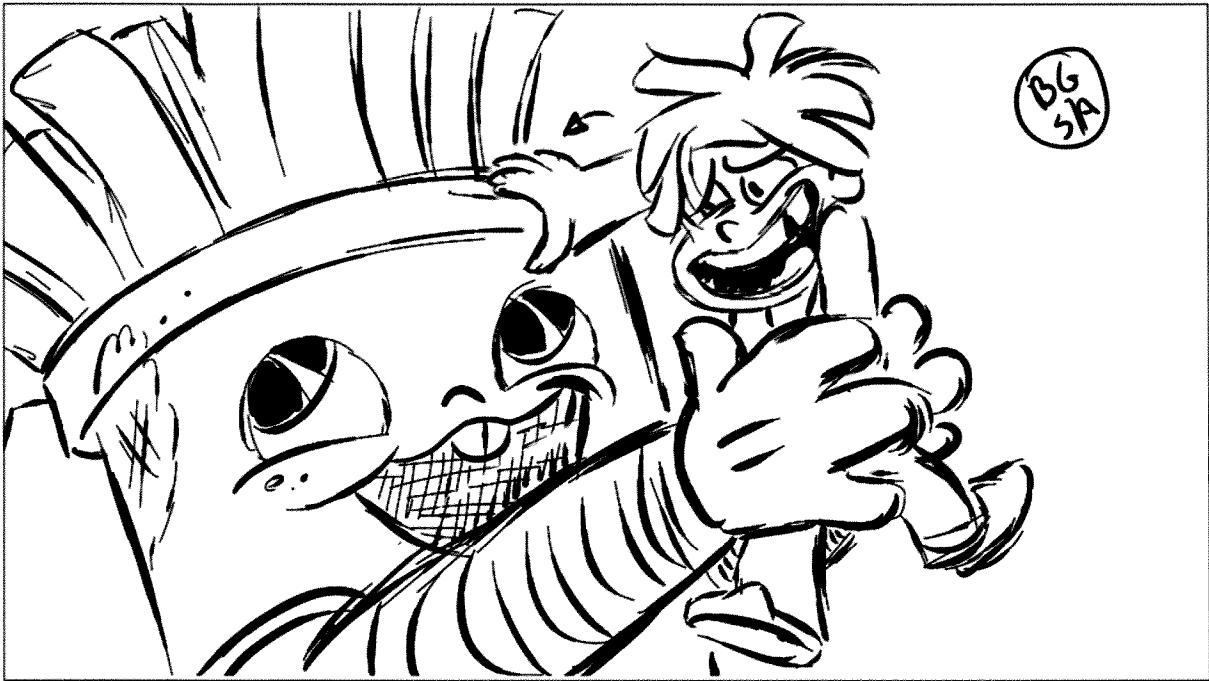


Action Notes
PD grabs Frybo by the lid to stop shaking

Slugging
0.15

MAY 20 2013

Scene	Panel	
74	CONT	3



Dialog

PEE DEE: PUT ME DOWN!

Slugging

1.07

Scene	Panel	
74	CONT	4



Action Notes

FRYBO DROPS PD

Slugging

0.06

MAY 20 2013

Scene	Panel
74	CONT 5



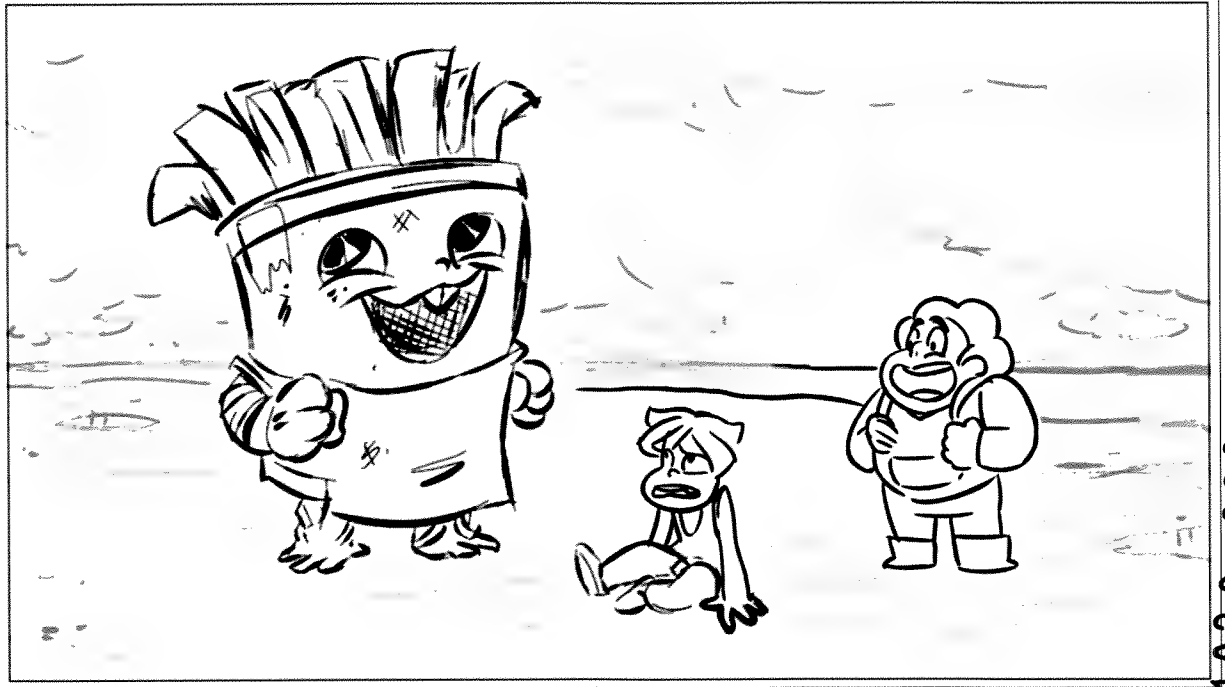
Dialog

PEE DEE: <DROPPED TO THE GROUND> OOF

Slugging

1.11

Scene	Panel
75	1

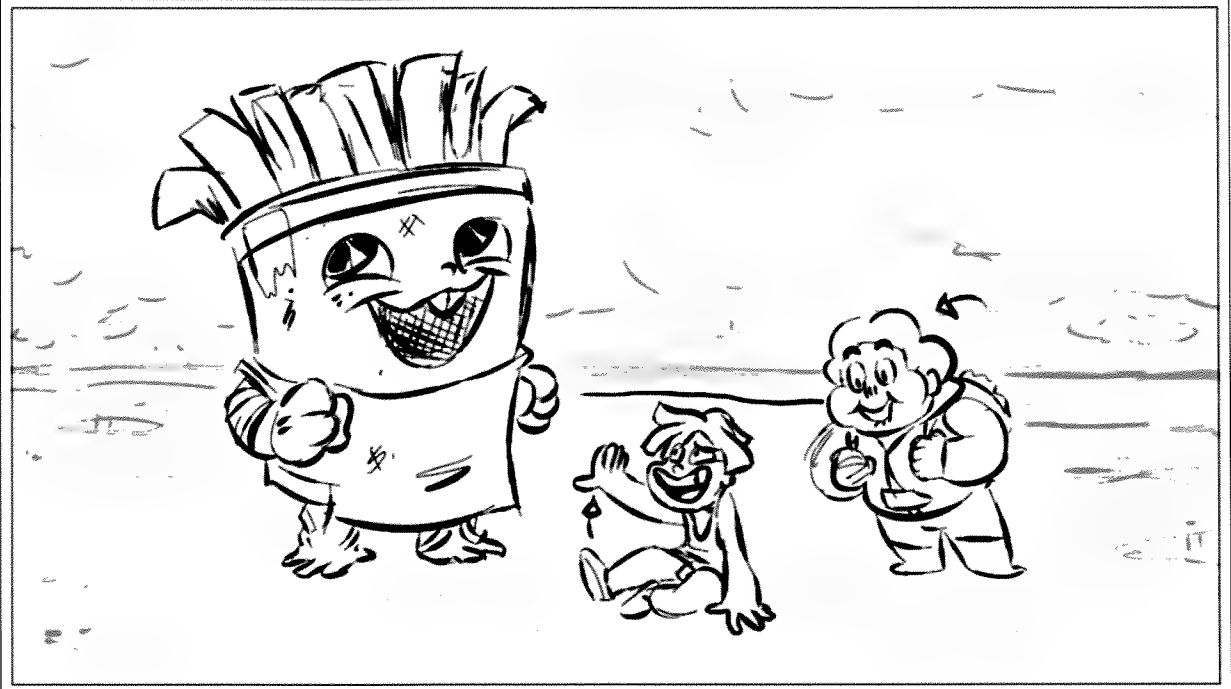


Slugging

Panels 1 + 2 = 2.07

MAY 20 2013

Scene	Panel
75	CONT 2



Dialog
PEE DEE: JUST GO -

Scene	Panel
75	CONT 3



Dialog
PEE DEE: MAKE PEOPLE EAT FRIES!

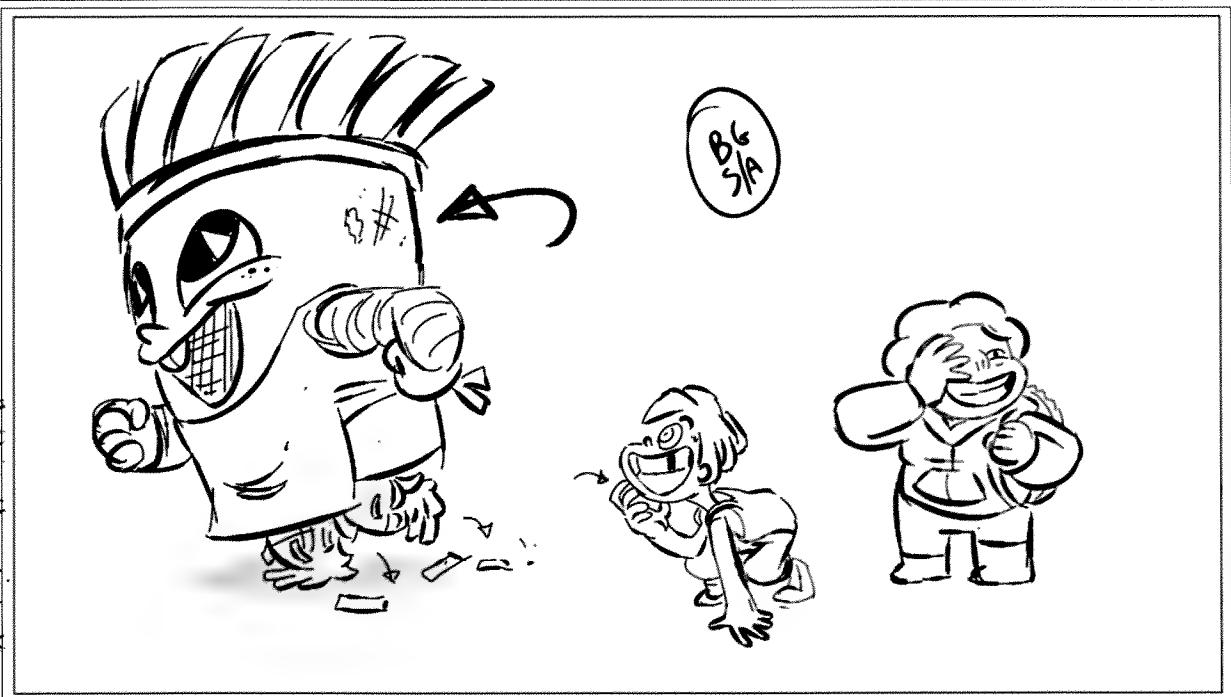
Action Notes
Action: Peedee backs up a little

MAY 20 2013

Steven shakes head laughing

Slugging
2.08

Scene	Panel
75	CONT
4	



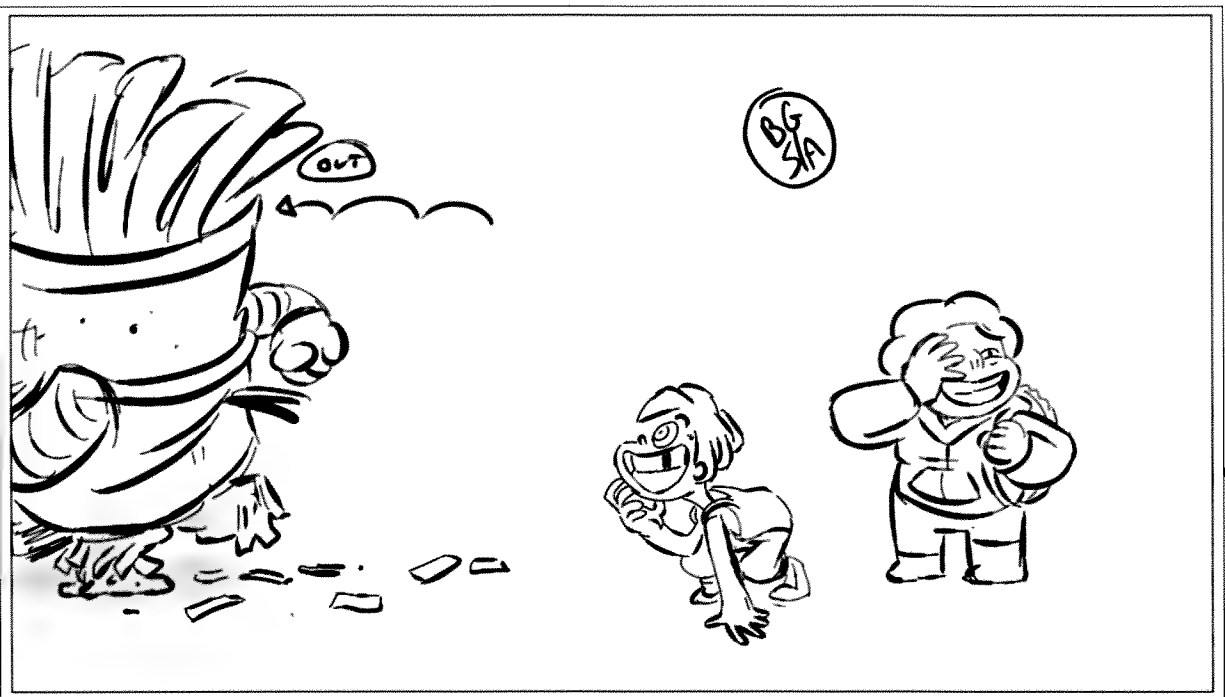
Dialog

PEE DEE: HA...

Slugging

1.03

Scene	Panel
75	CONT
5	



Dialog

PEE DEE: ...HAAHA!

Action Notes

Frybo walks off

Slugging

2.04

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Scene	Panel
75	CONT 6



Dialog
PEE DEE: LET'S GO BE KIDS!

Action Notes
PD grabs Steven

Slugging
1.10

Scene	Panel
75	CONT 7



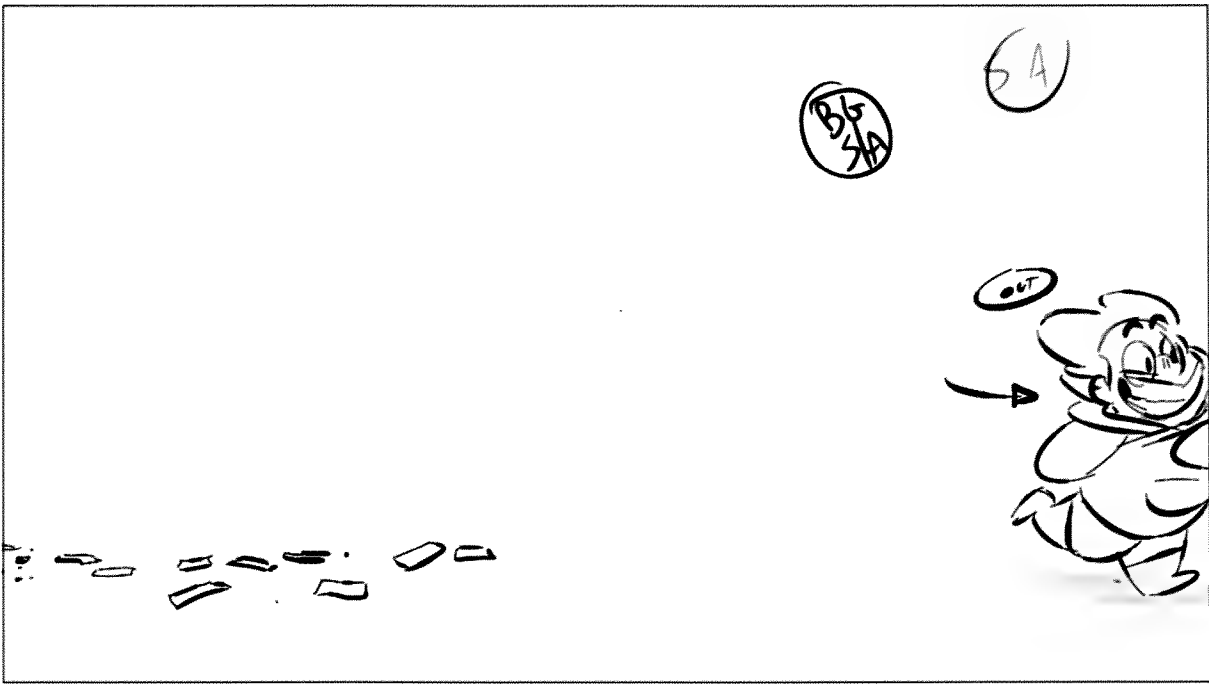
Slugging
0.04

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Scene	Panel
75	CONT 8



Slugging
2.03

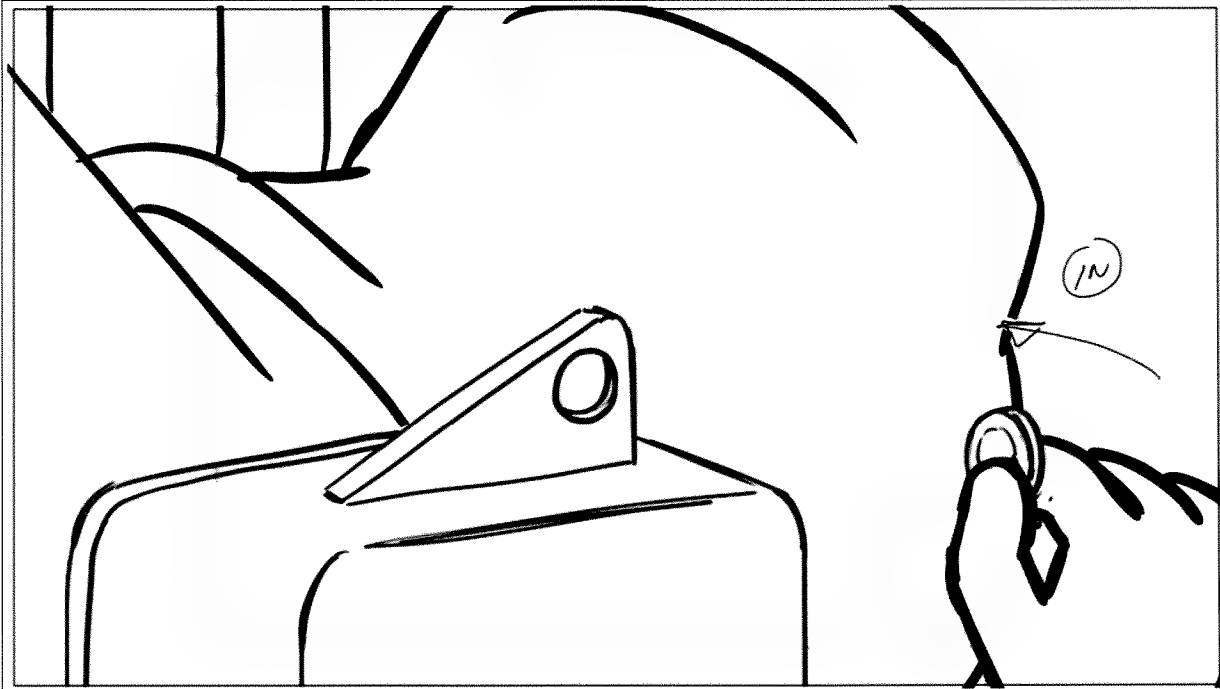
MAY 20 2013

1020-008

1020-008

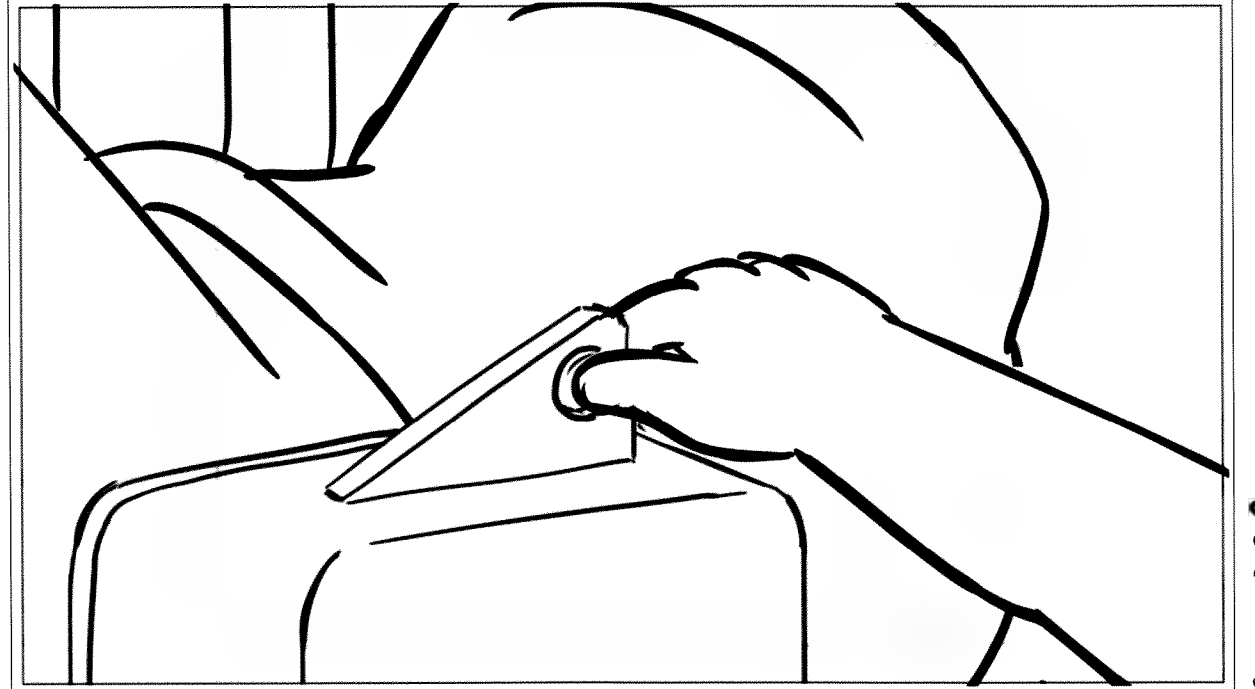
1020-008

Scene	Panel
76	1



Slugging
0.07

Scene	Panel
76	2



Slugging
1.02

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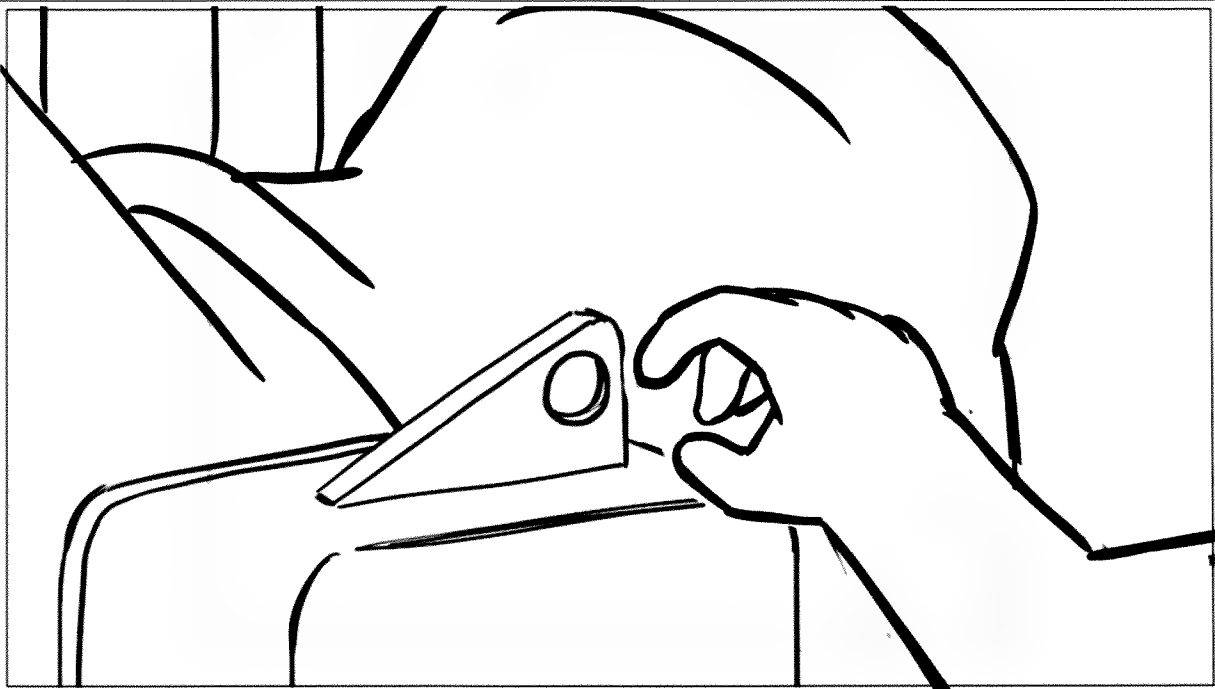
Scene

76

Panel

cont

3



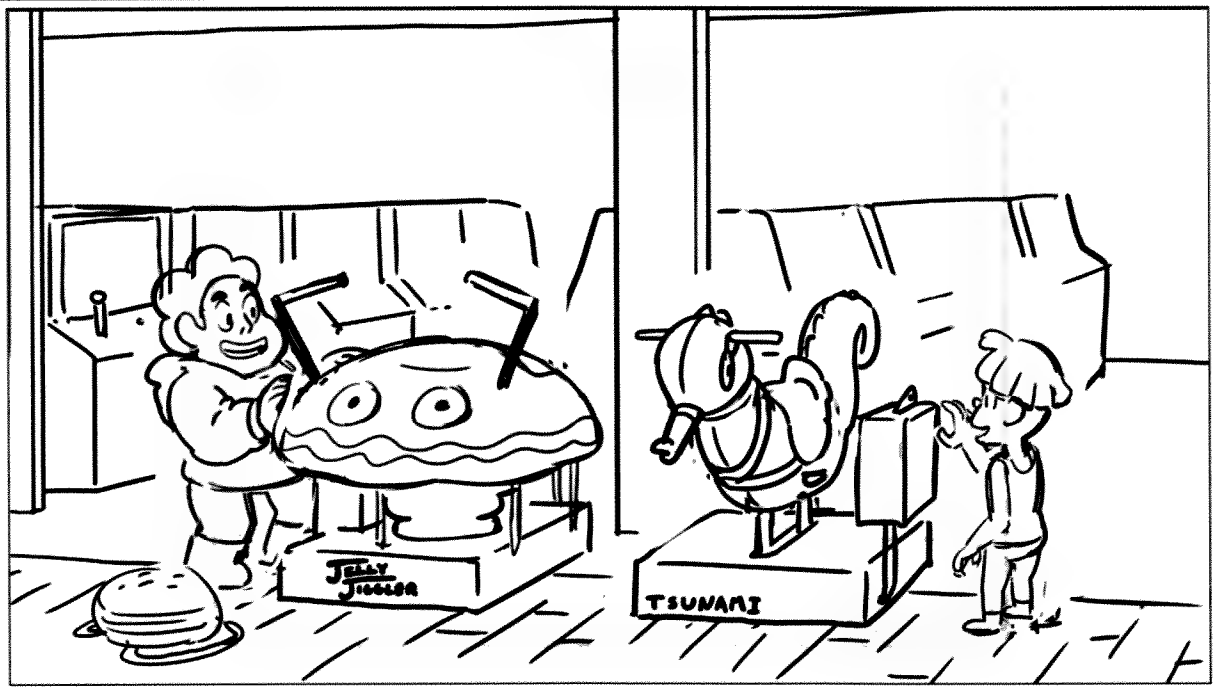
Slugging
0.13

Scene

77

Panel

1



Slugging
0.07

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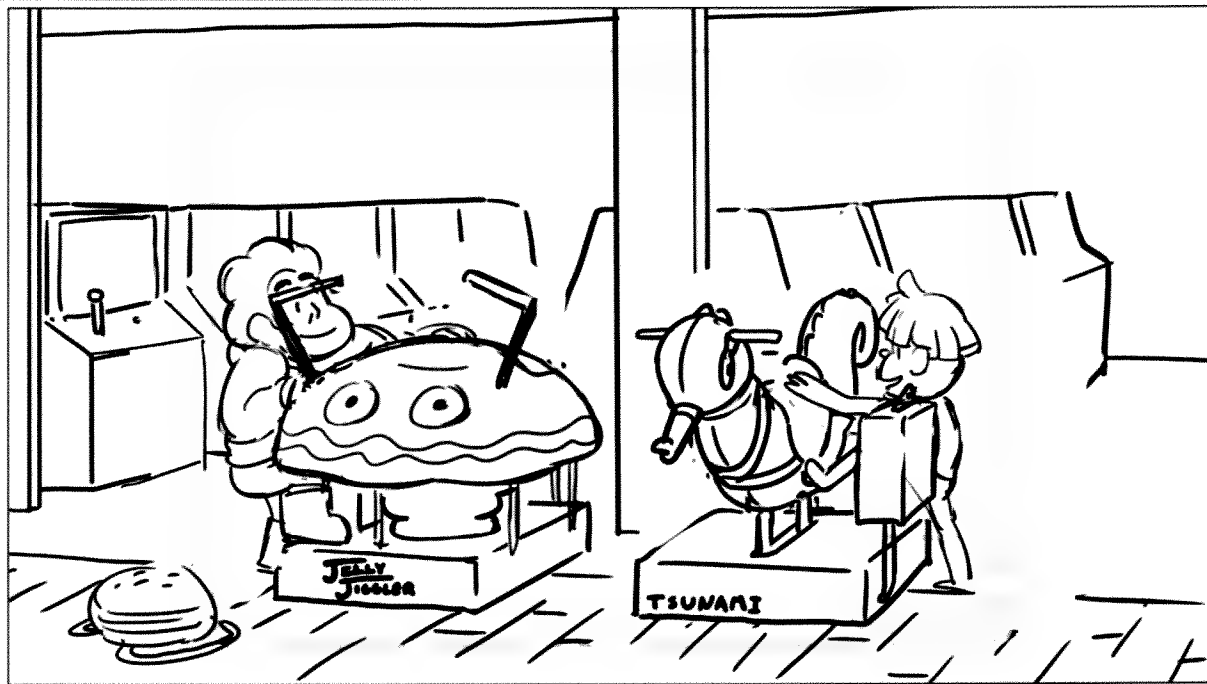
1020-008

Scene

Panel

77 CONT

2



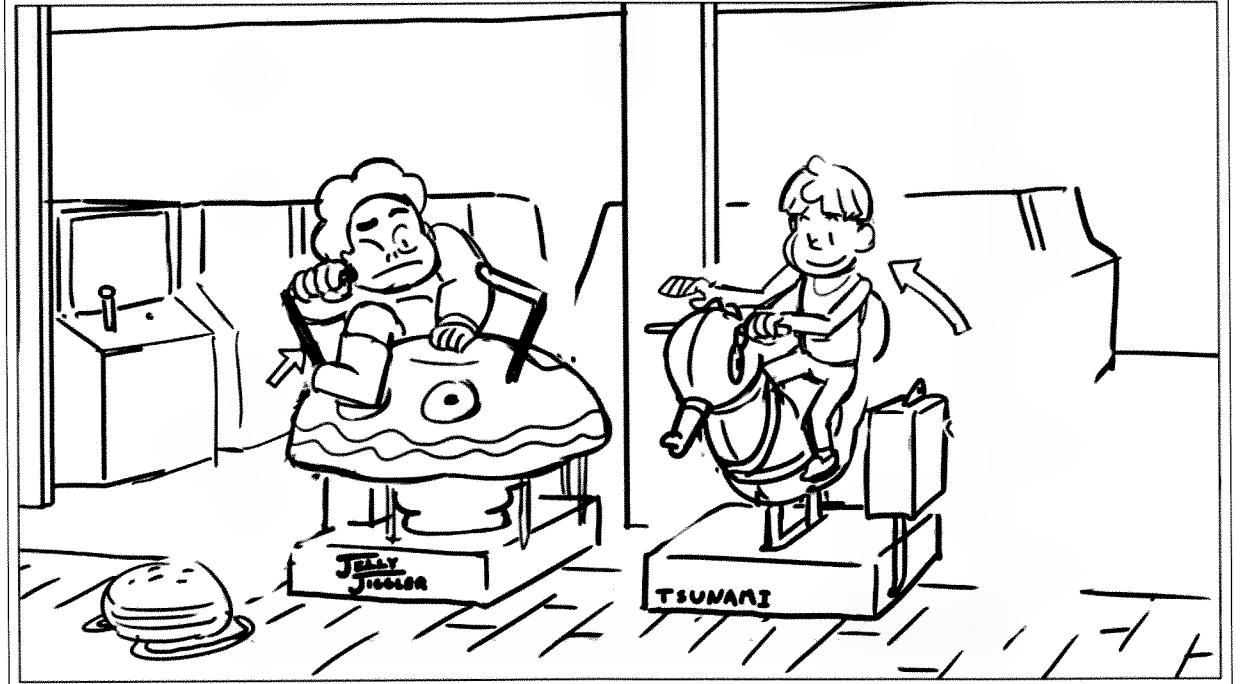
Slugging
0.08

Scene

Panel

77 **CONT**

1



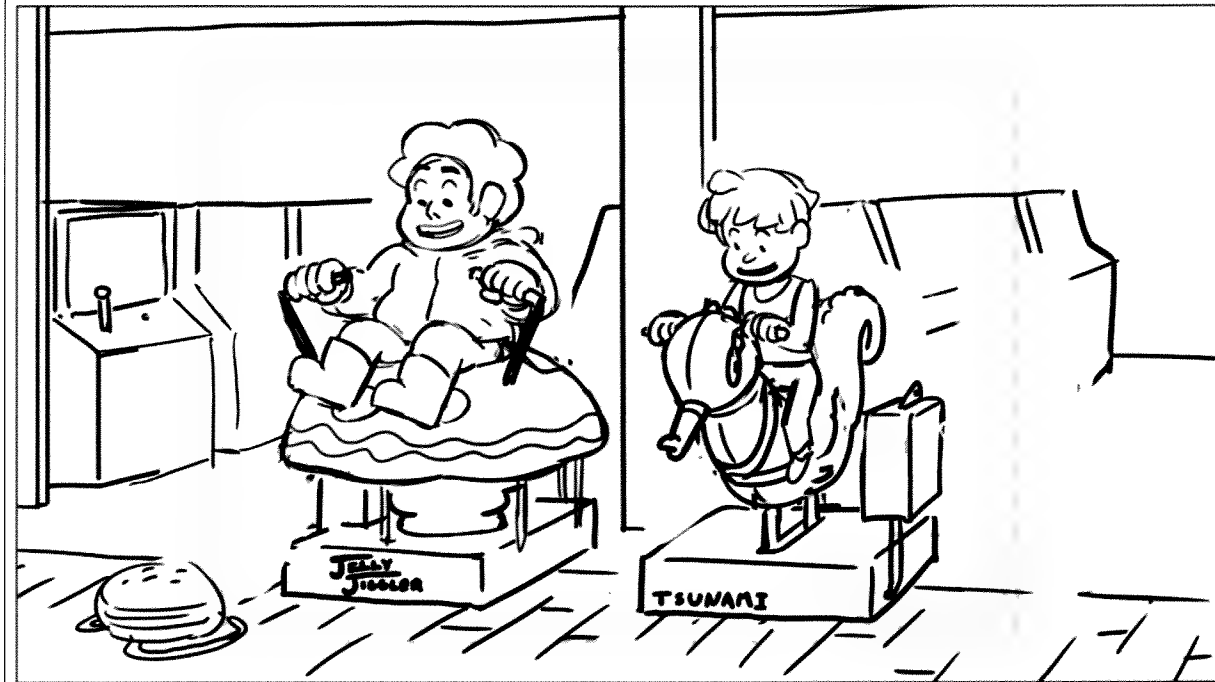
Slugging
0.07

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1020-008

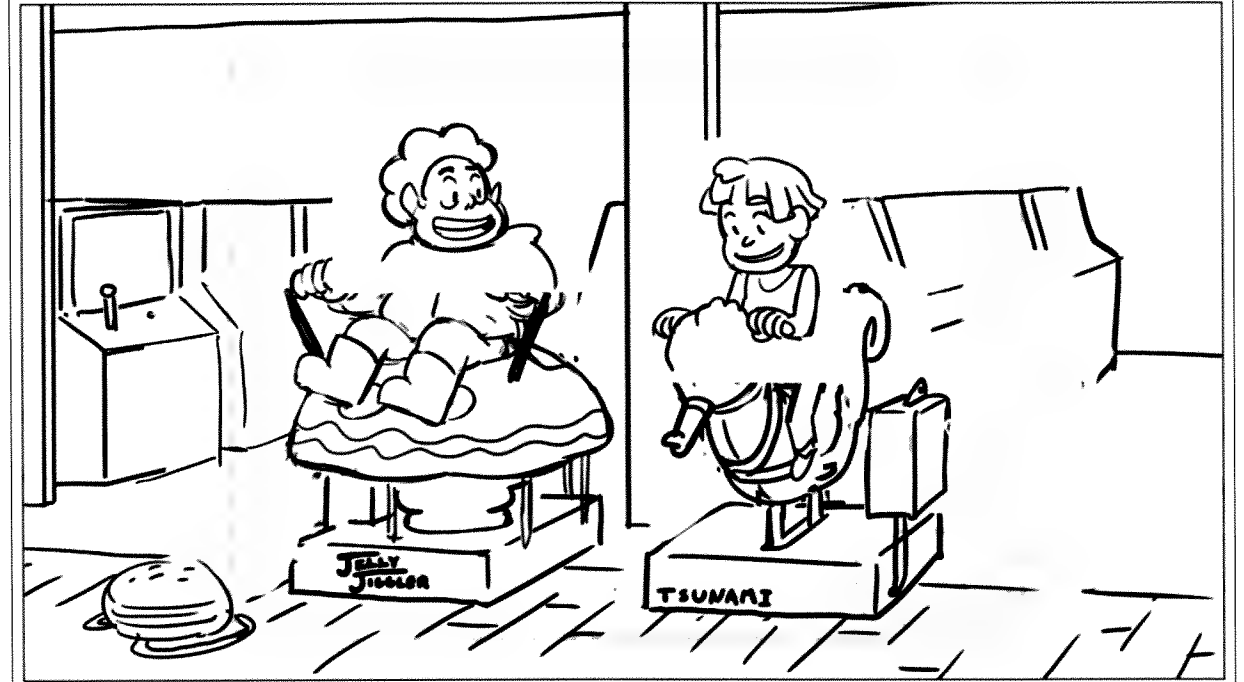
1020.008

Scene	Panel	
	77	<i>CONT</i>
		4



Slugging
0.15

Scene	Panel	
	77	<i>CONT</i>
		5



Slugging
1.06

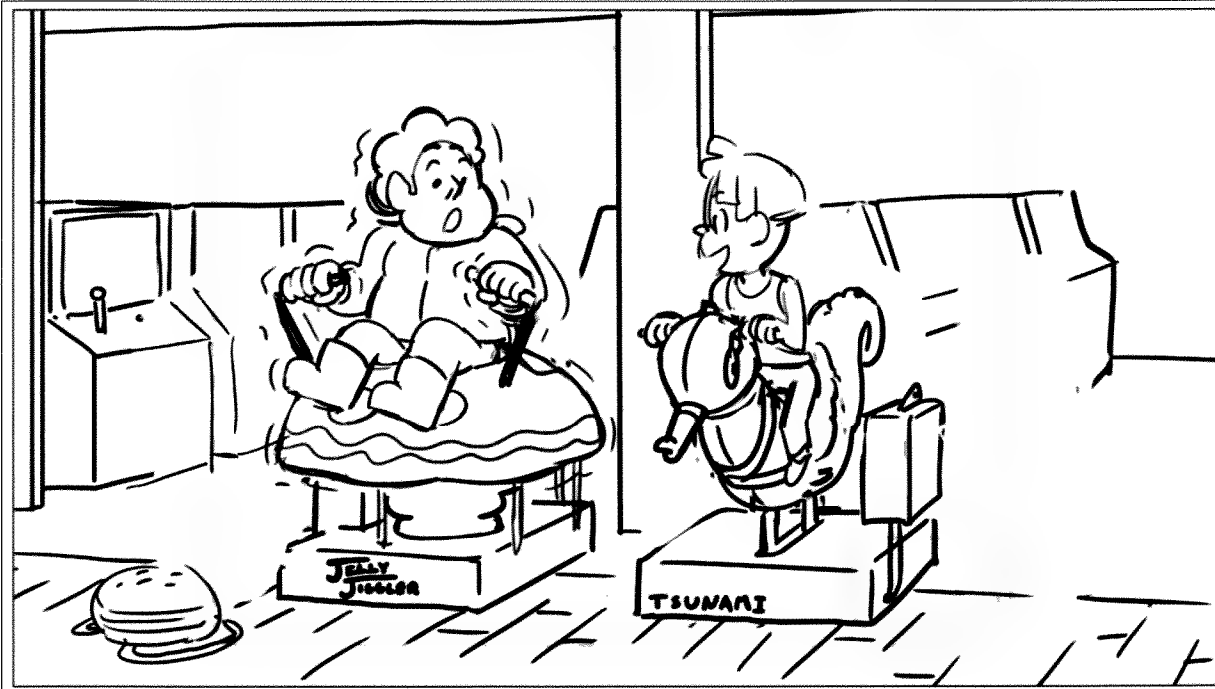
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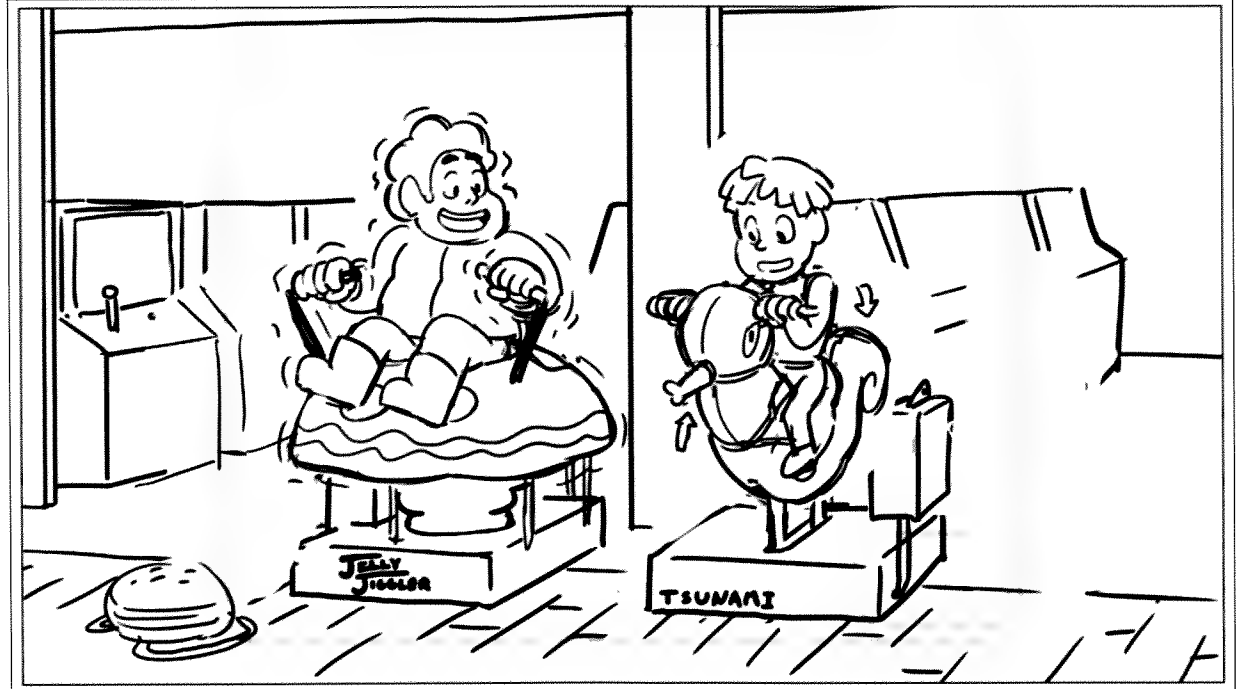
1020-008

Scene Panel
77 *cont* 6



Slugging
1.12

Scene Panel
77 *cont* 7



Slugging
2.01

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Scene	Panel
78	1



Slugging
0.10

Scene	Panel
78	2



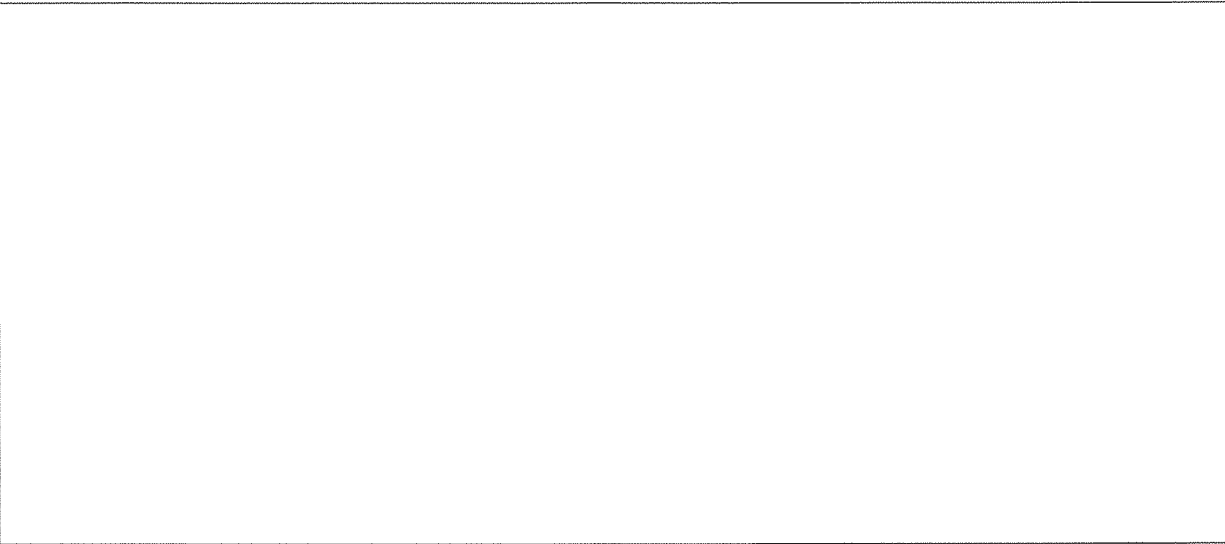
Slugging
Panels 2 + 3 = 1.14

*TRIANGULAR MOTION ON RIDE



MAY 20 2013

Scene	Panel	
78	CONT	3



Scene	Panel	
78	CONT	4



Slugging
1.13

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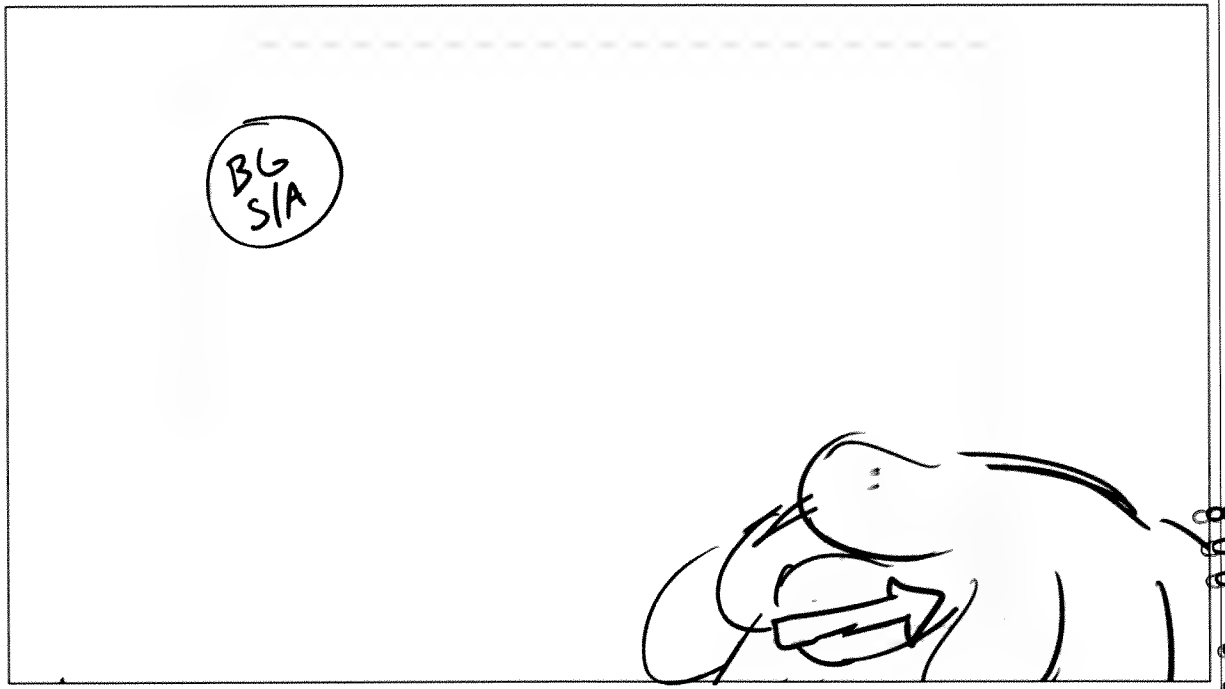
1020-008

Scene 78 Panel 5
CONT



Slugging
Paenls 5 + 6 = 1.14

Scene 78 Panel 6
CONT



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Scene 78 Panel 7
CONT



Slugging
1.14

Scene 78 Panel 8
CONT



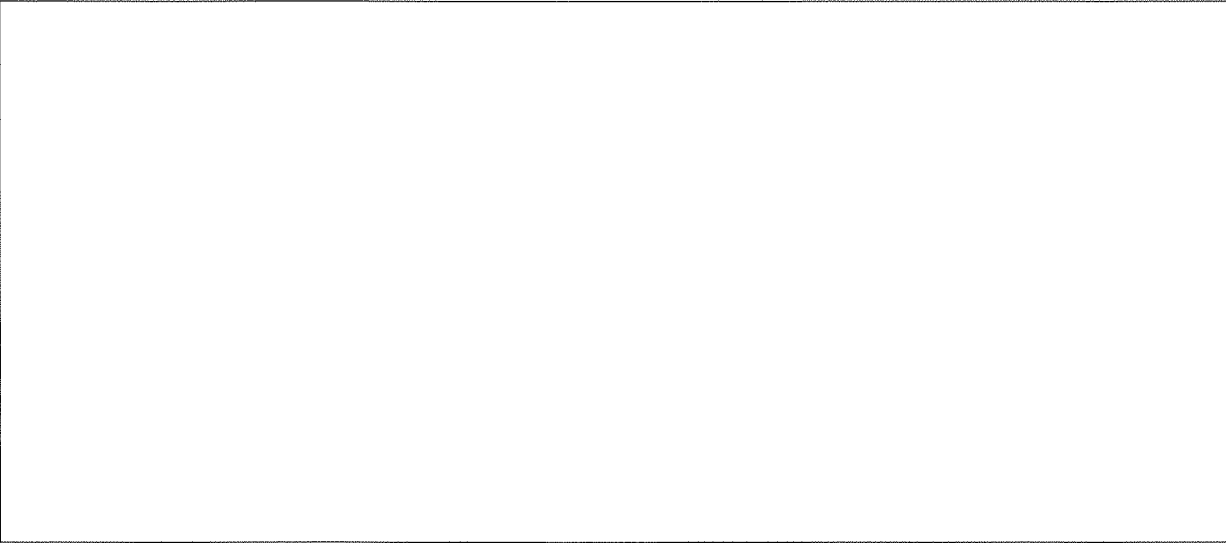
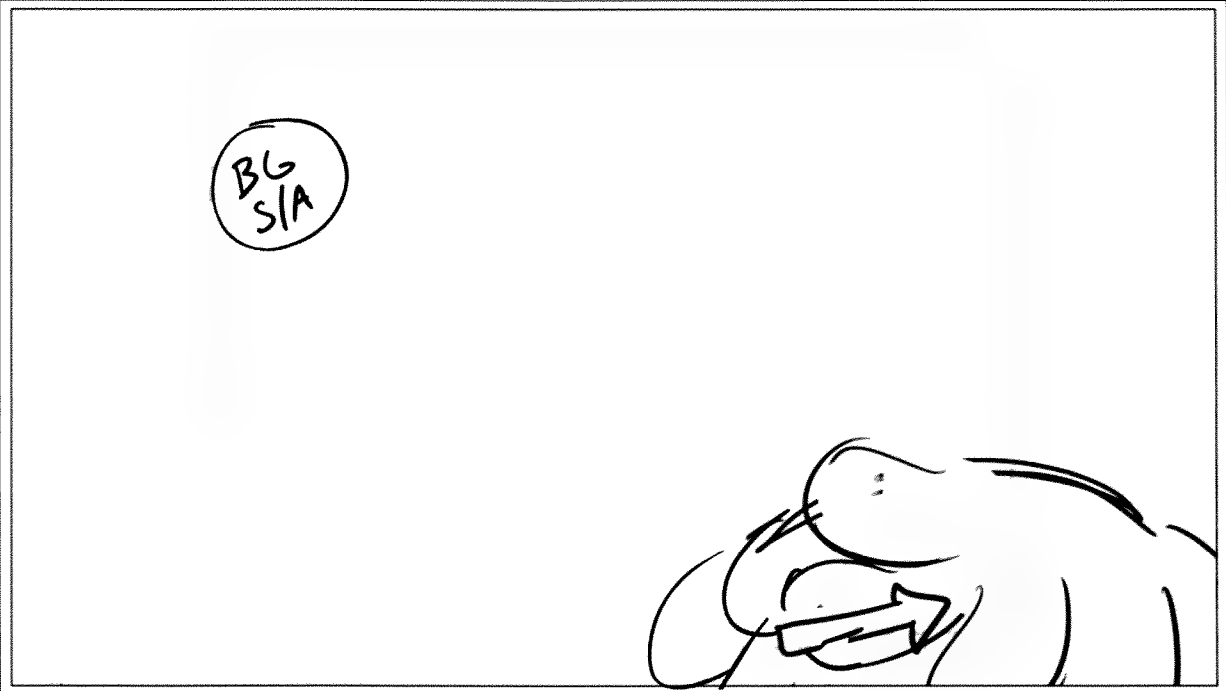
Slugging
Panels 8 + 9 = 1.14

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Scene	Panel
78	CONT 9



Scene	Panel
78	CONT 10



Slugging
1.14

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Scene 78 Panel 11
cont



Slugging
Panels 11 + 12 = 1.14

Scene 78 Panel 12
cont



MAY 20 2013

1020 · 008

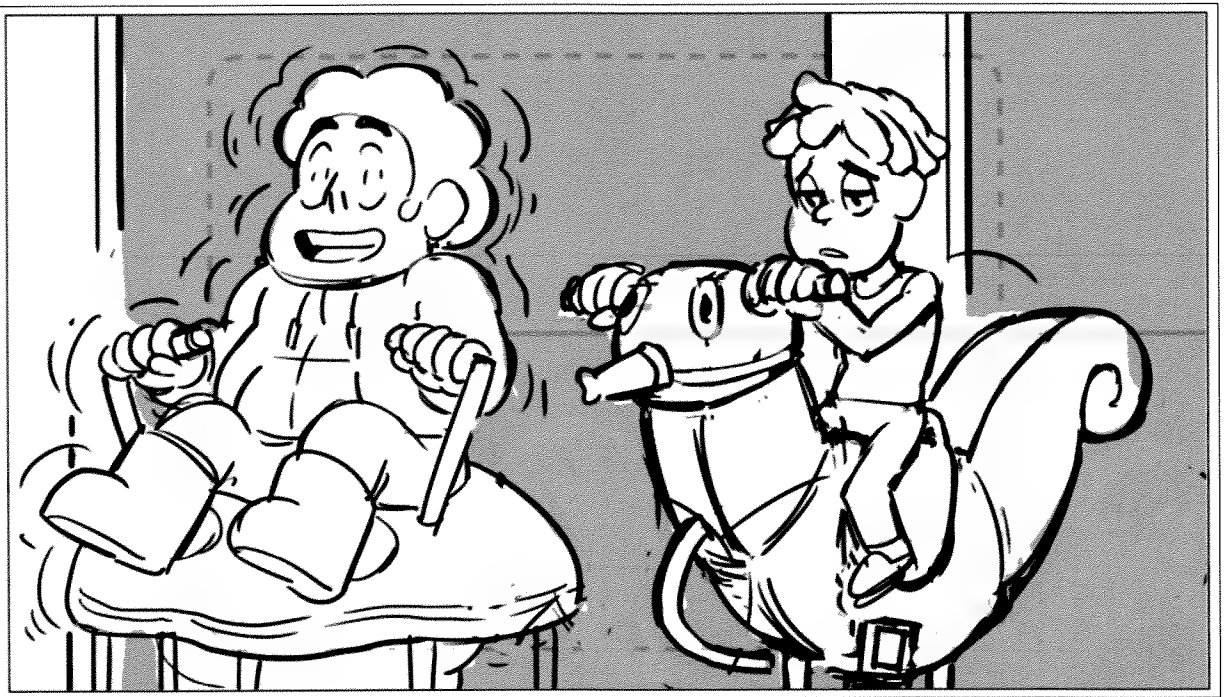
1020 · 008

Scene	Panel	
	78	13



Slugging
1.14

Scene	Panel	
	79	1



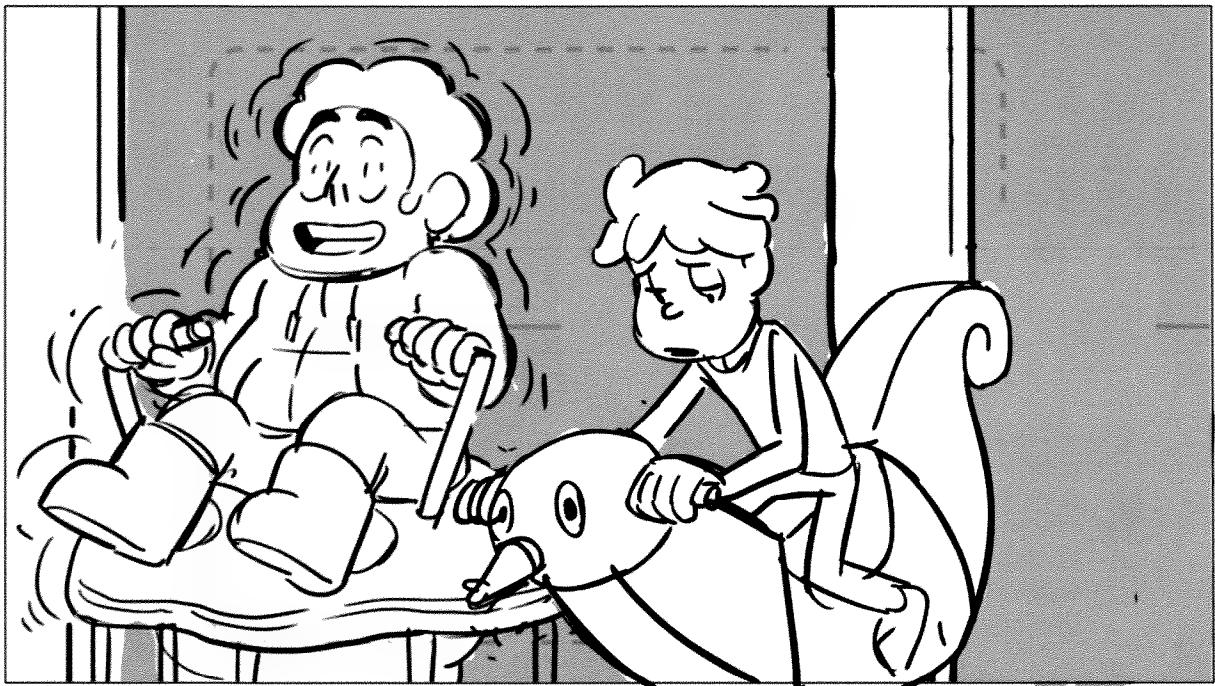
Dialog
PEE DEE: THIS SEAHORSE USED TO MAKE ME SO HAPPY. NOW IT'S JUST
GIVING ME WHIPLASH.

Action Notes
PEEDEE cycles panels 1-3

MAY 20 2017

Slugging
Panels 1 to 3 = 7.07

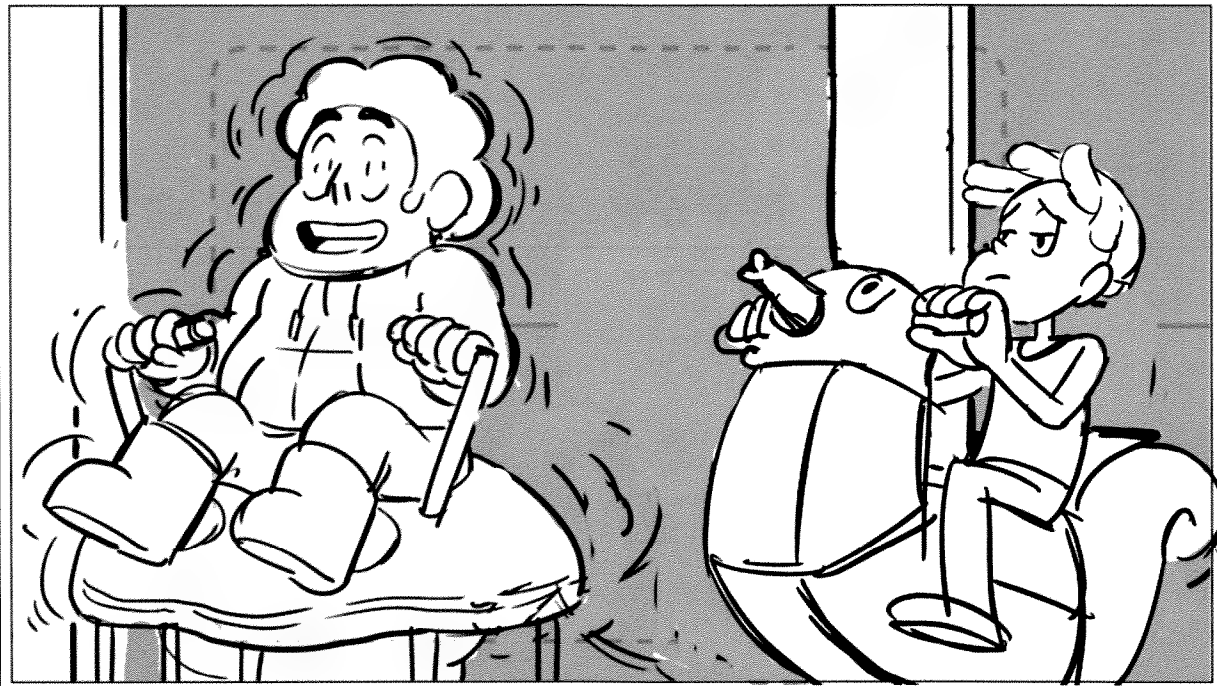
Scene	Panel
79	CONT 2



Dialog

PEE DEE: THIS SEAHORSE USED TO MAKE ME SO HAPPY. NOW IT'S JUST GIVING ME WHIPLASH.

Scene	Panel
79	CONT 3

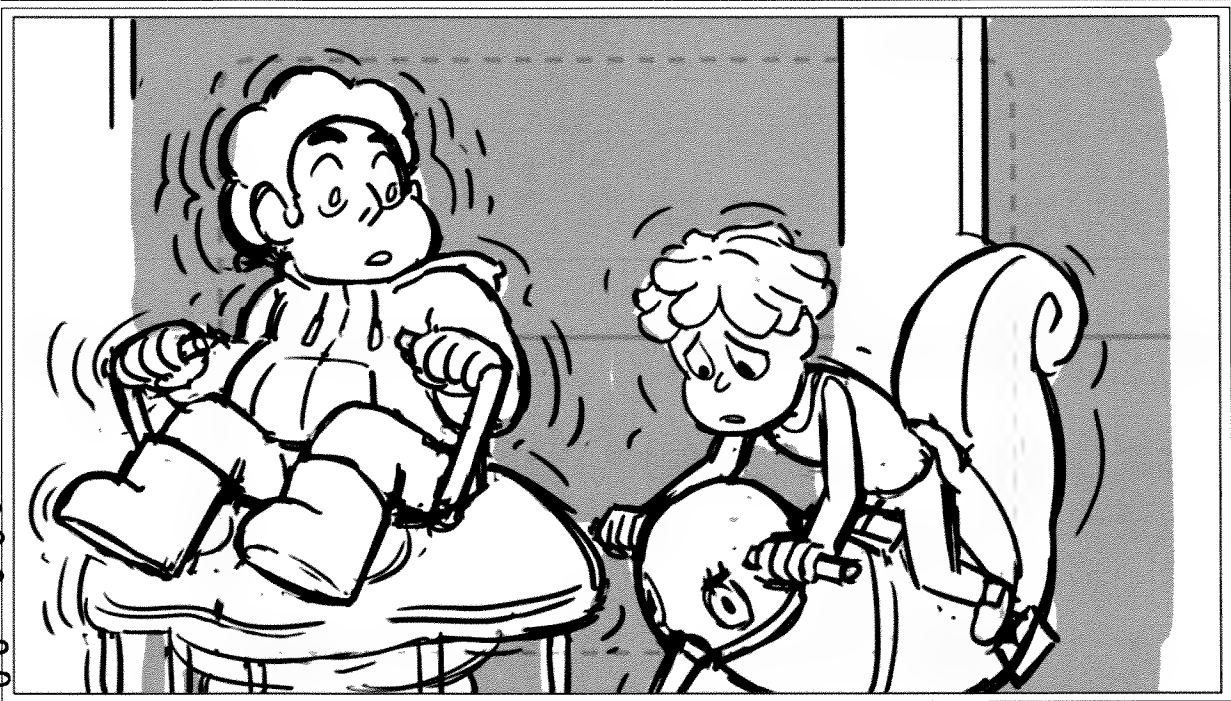


Dialog

PEE DEE: THIS SEAHORSE USED TO MAKE ME SO HAPPY. NOW IT'S JUST GIVING ME WHIPLASH.

MAY 20 2013

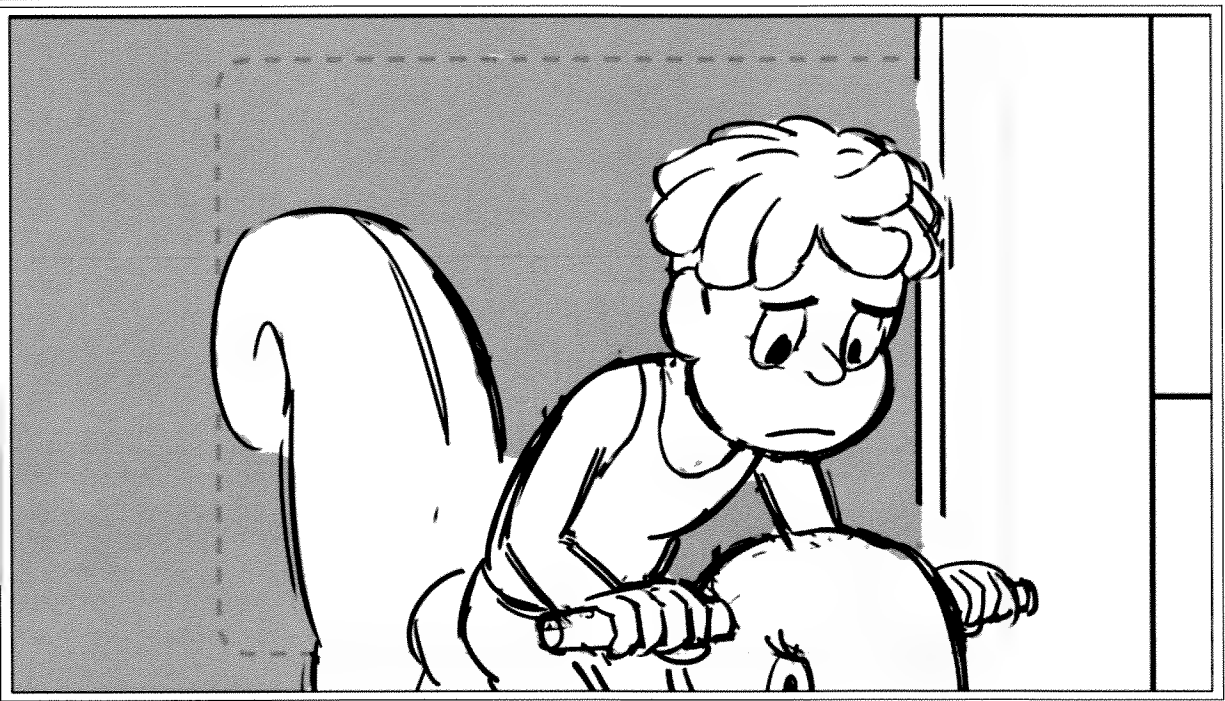
Scene	Panel
79	CONT 4



Action Notes
PEEDEE stops, ride ends.

Slugging
2.07

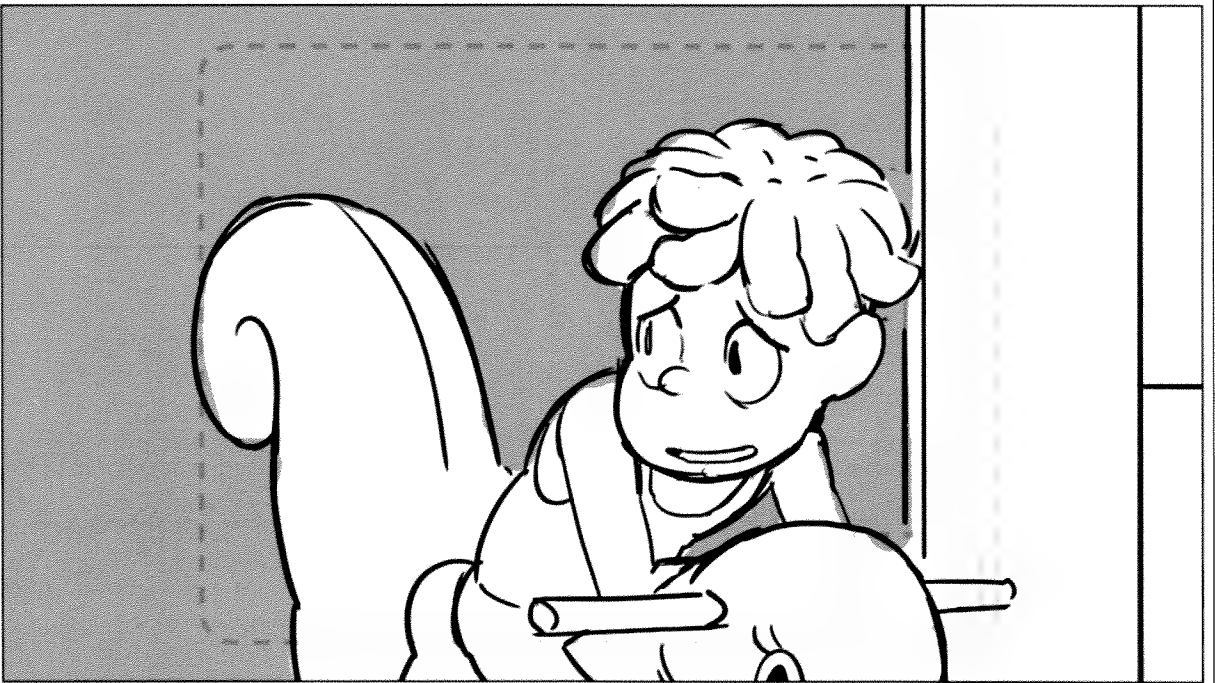
Scene	Panel
80	1



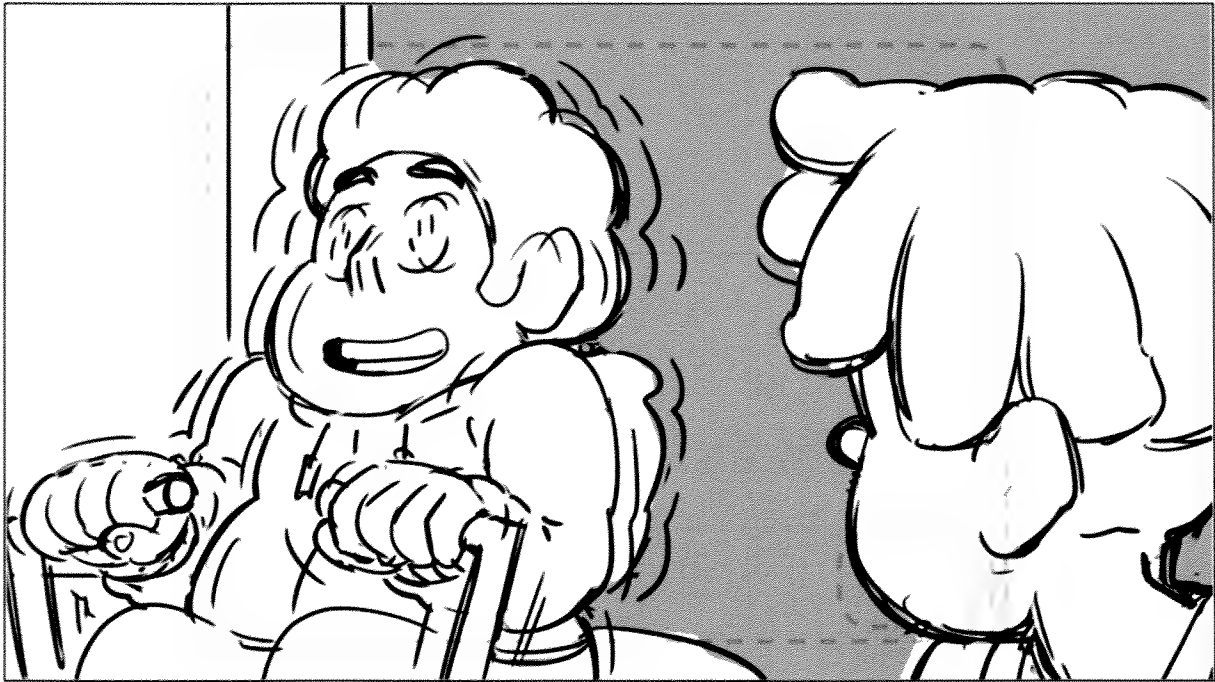
Slugging
0.11

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Scene	Panel
80	2
CONT	
	
Dialog	
PEE DEE: I FEEL LIKE THERE'S JUST NO POINT TO IT.	
Slugging	
3.02	

Scene	Panel
80	3
CONT	
	
Dialog	
PEE DEE: YOU KNOW WHAT I MEAN?	
Slugging	
2.05	
MAY 20 2013	

Scene	Panel
81	1



Dialog
STEVEN: <VIBRATING> I JUST FEEL TINGLY

Slugging
5.12

Scene	Panel
82	1



Slugging
Panels 1 + 2 = 1.03

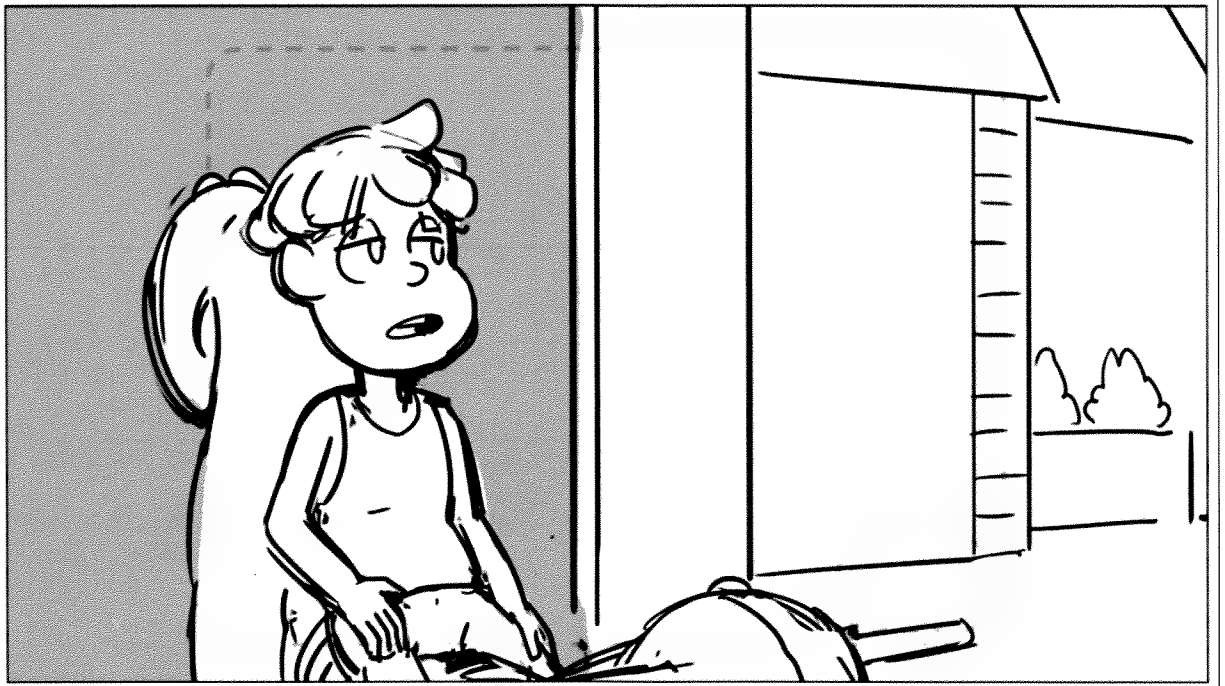
MAY 20 2013

Scene	Panel	
82	<i>CONT</i>	2



Dialog
PEE DEE: -SIGH-

Scene	Panel	
82	<i>CONT</i>	3



Dialog
PEE DEE: YOU'LL UNDERSTAND WHEN YOU HAVE A JOB.

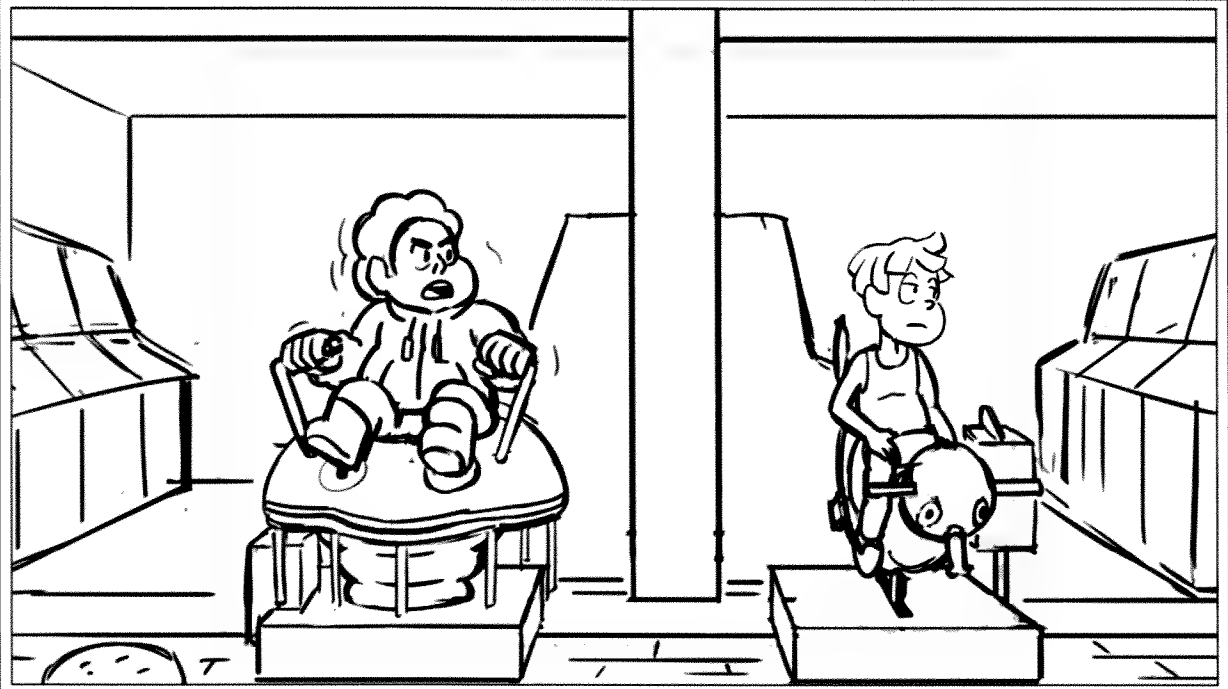
Slugging
3.04

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Scene	Panel
83	1



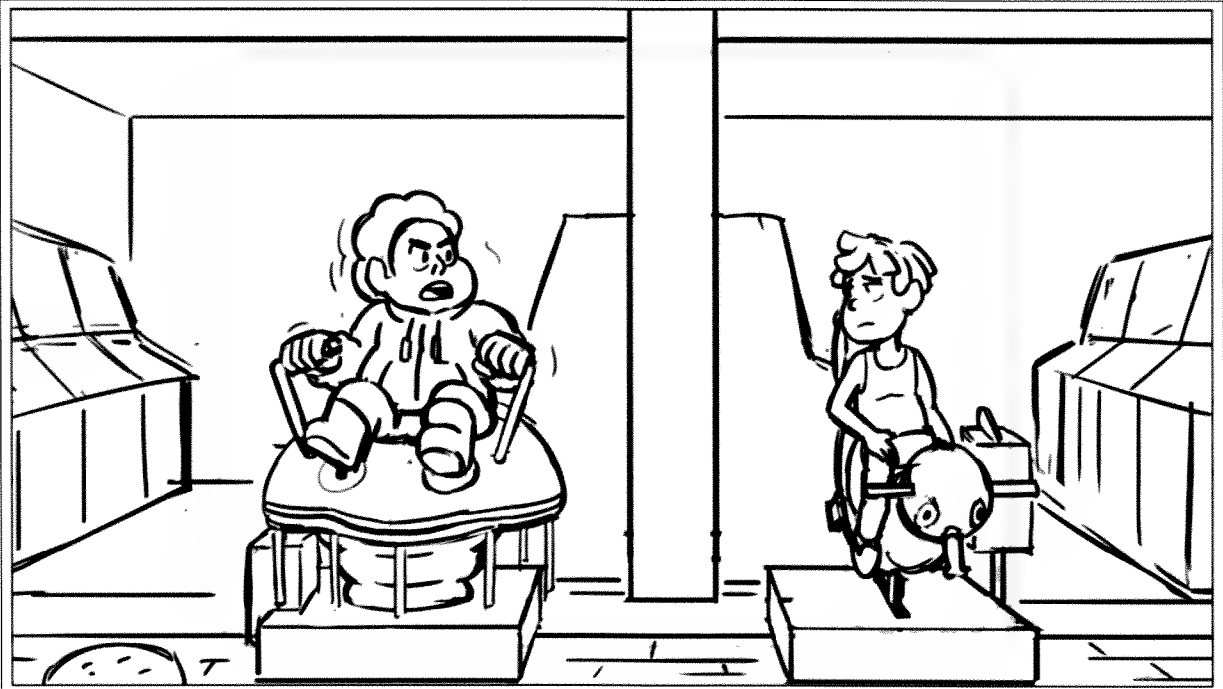
Dialog

STEVEN: (*SLIGHTLY OFFENDED) I DO HAVE A JOB!

Slugging

Panels 1 + 2 = 2.05

Scene	Panel
83	2

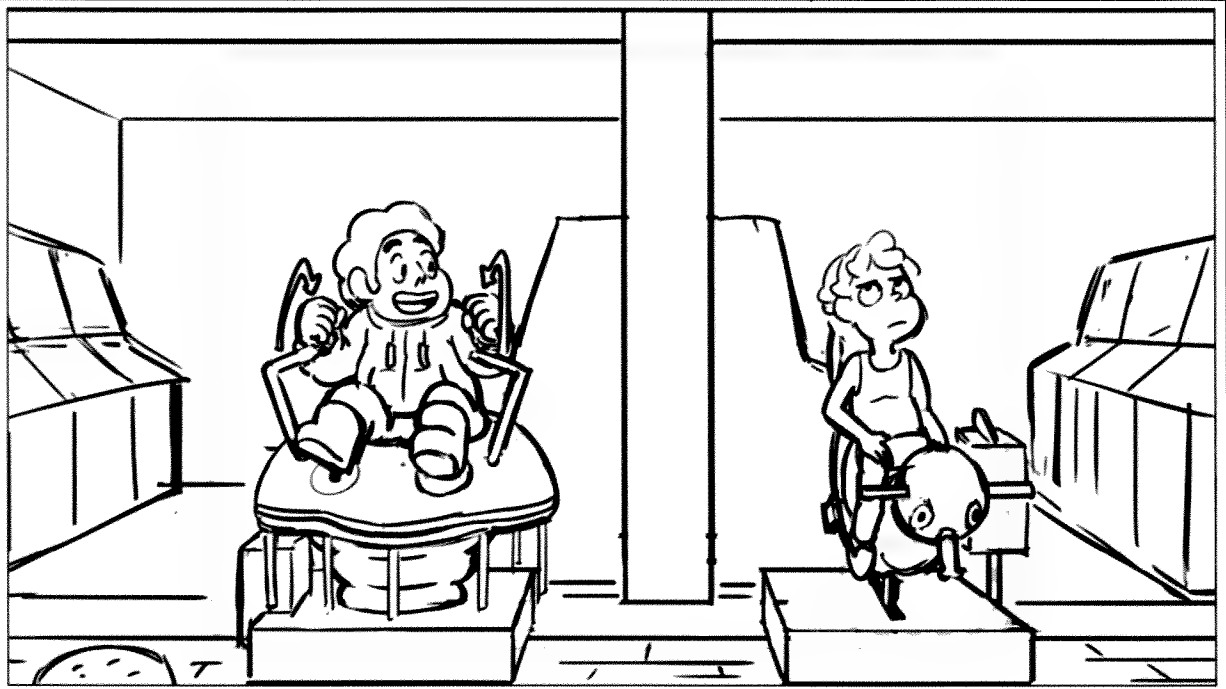


Dialog

STEVEN:: (*SLIGHTLY OFFENDED) I DO HAVE A JOB!

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Scene 83 Panel 3
CONT

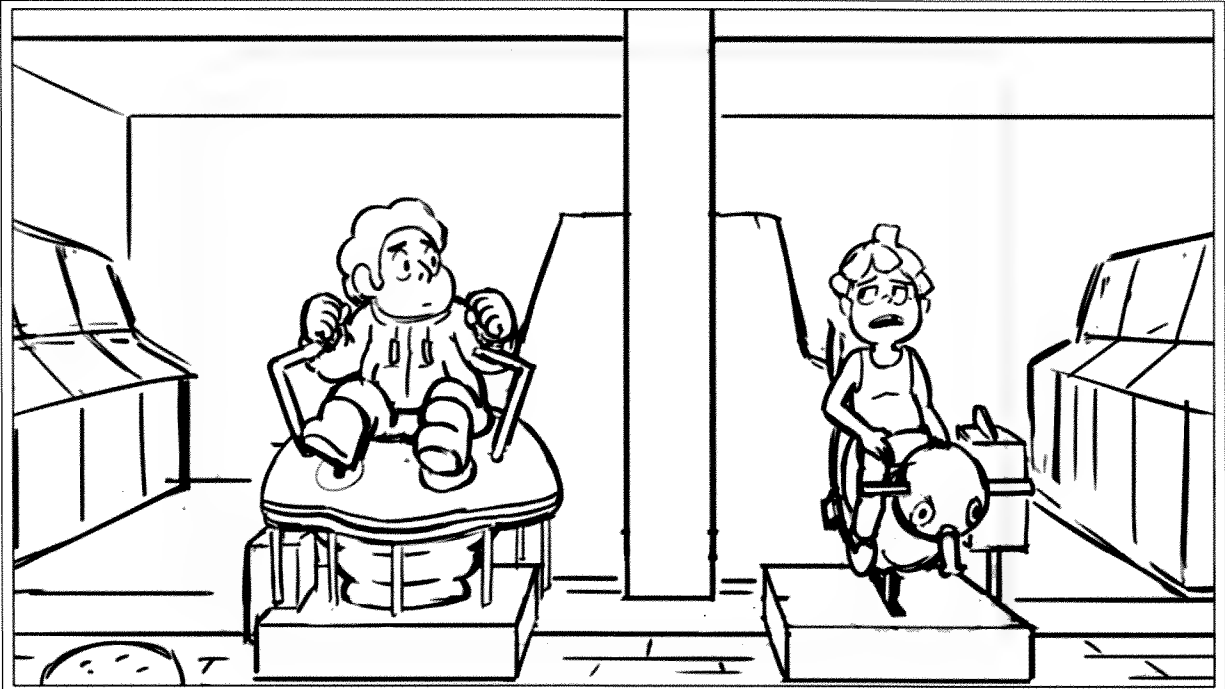


Dialog
STEVEN: I PROTECT HUMANITY FROM MAGIC AND MONSTERS AND STUFF!

Action Notes
Jellyfish Stops

Slugging
5.00

Scene 83 Panel 4
CONT

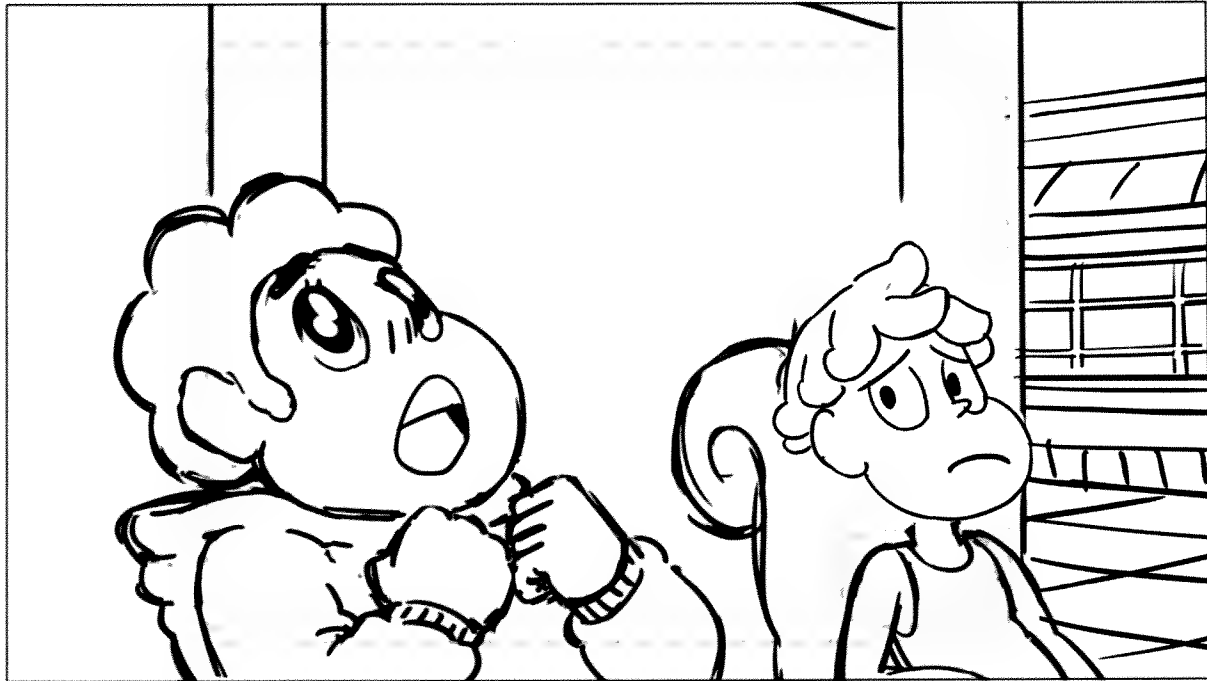


Dialog
PEE DEE: I MEAN A REAL JOB. THAT YOU GET PAID FOR.

MAY 20 2013

Slugging
4.02

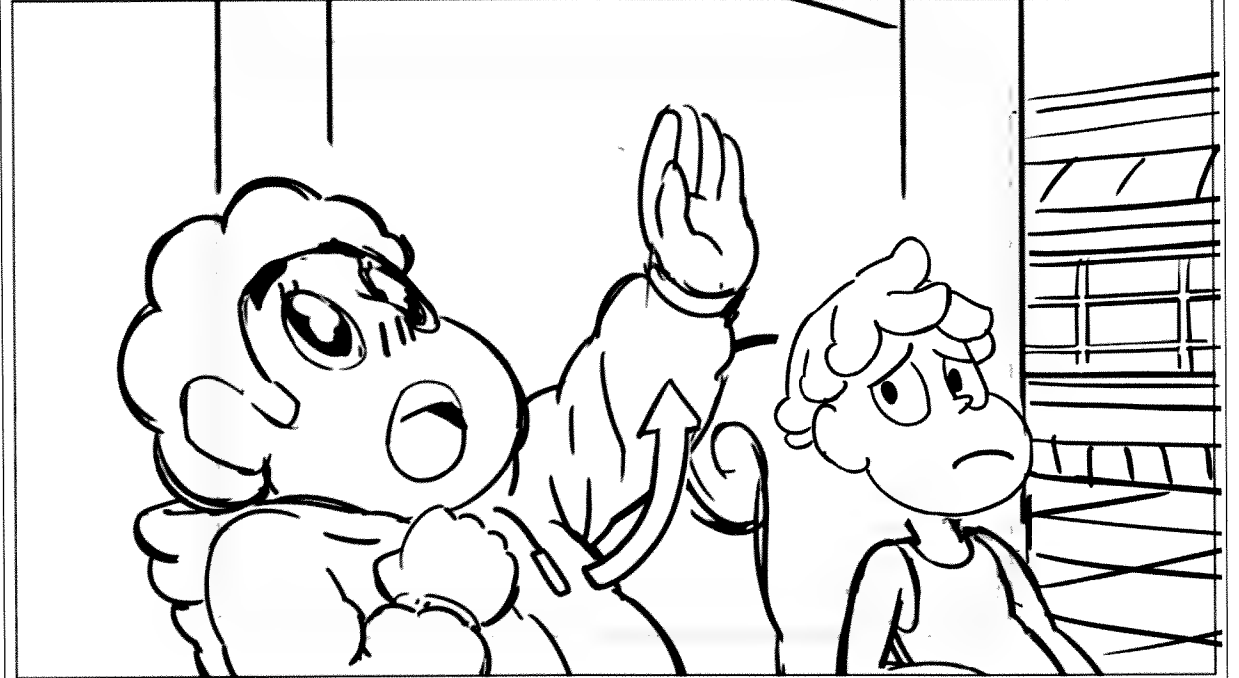
Scene	Panel
84	1



Dialog
STEVEN: I'M PAID

Slugging
1.06

Scene	Panel
84	CONT 2

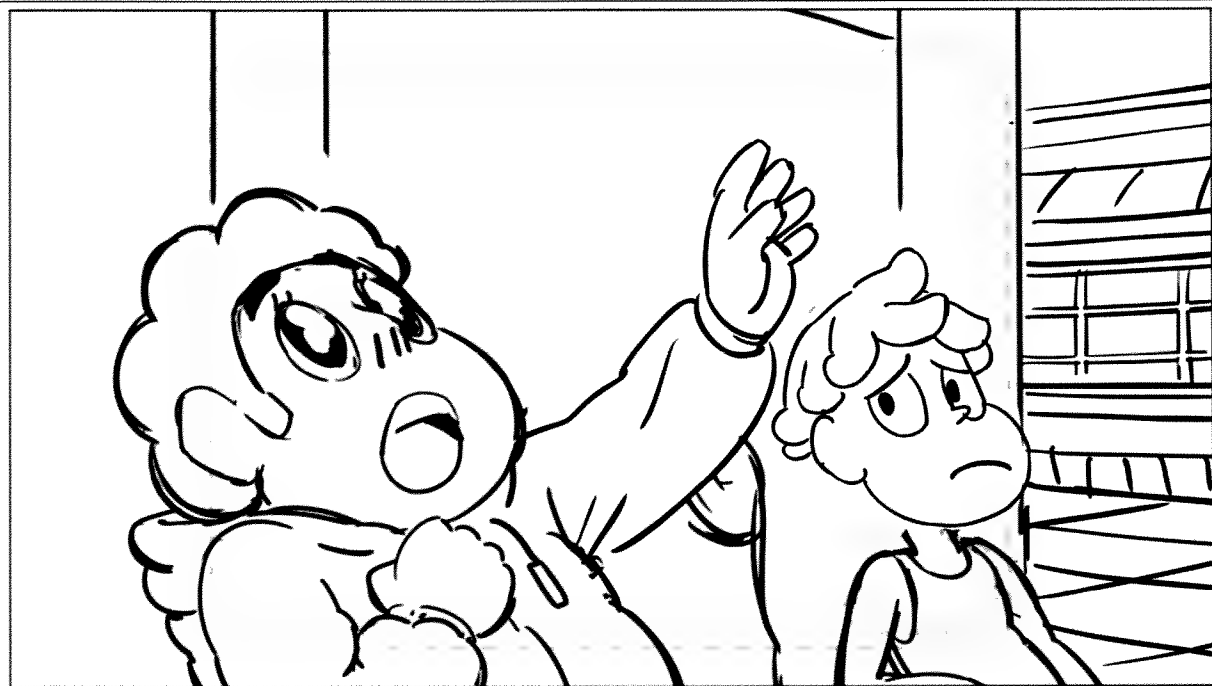


Dialog
STEVEN:IN THE SMILES ...

MAY 20 2013

Slugging
Panels 2 + 3 = 3.14

Scene	Panel
84	3



Dialog
STEVEN:ACROSS THE TOWN'S FACES.

Scene	Panel
85	1



Dialog
PEE DEE: I DON'T SEE ANYONE SMILING.

MAY 20 2013

Slugging
2.11

Scene	Panel	
	85	<i>CONT</i>
		2



Dialog

PEE DEE: YOU PICK UP A JOB TO BUY A HOUSE OR RAISE KIDS OR TO

Slugging

Panels 2 + 3 = 9.00

Scene	Panel	
	85	<i>CONT</i>
		3



Dialog

PEE DEE: IMPRESS YOUR DAD...

MAY 20 2013

1020.008

1020.008

Scene	Panel
86	1

Dialog

PEE DEE (Off-Screen): YOU WORK AWAY YOUR LIFE, AND WHAT DOES IT GET YOU?

Slugging

4.09

Scene	Panel
86	2

Dialog

STEVEN: SMILES AND FACES?

Slugging

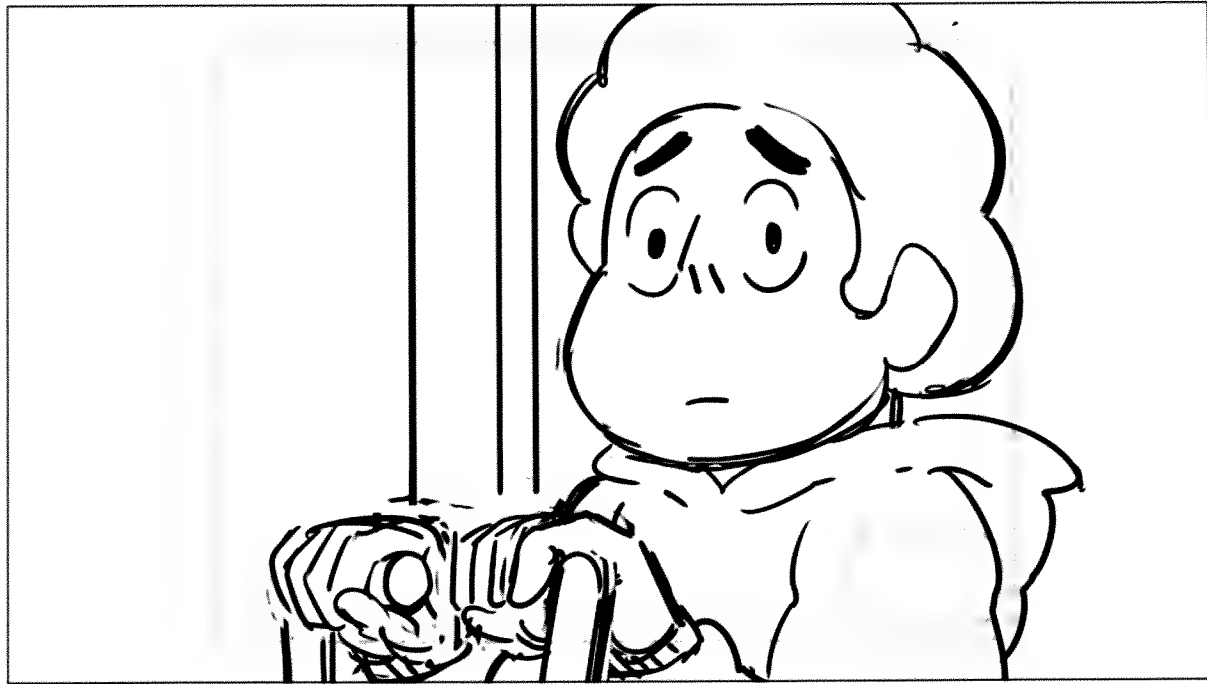
2.07

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1020.008

1020.008

Scene	Panel
86	3



Dialog
PEE DEE (Off-Screen): NO!

Slugging
1.06

Scene	Panel
87	1



Dialog
PEE DEE: YOU GET CASH!

Slugging
2.05

MAY 20 2013

Scene	Panel
87	2

CONT



Dialog

PEE DEE: CASH THAT CAN'T BUY BACK WHAT THE JOB TAKES.

Slugging

5.02

Scene	Panel
87	3

CONT



Slugging

Panels 3 + 4 = 1.10

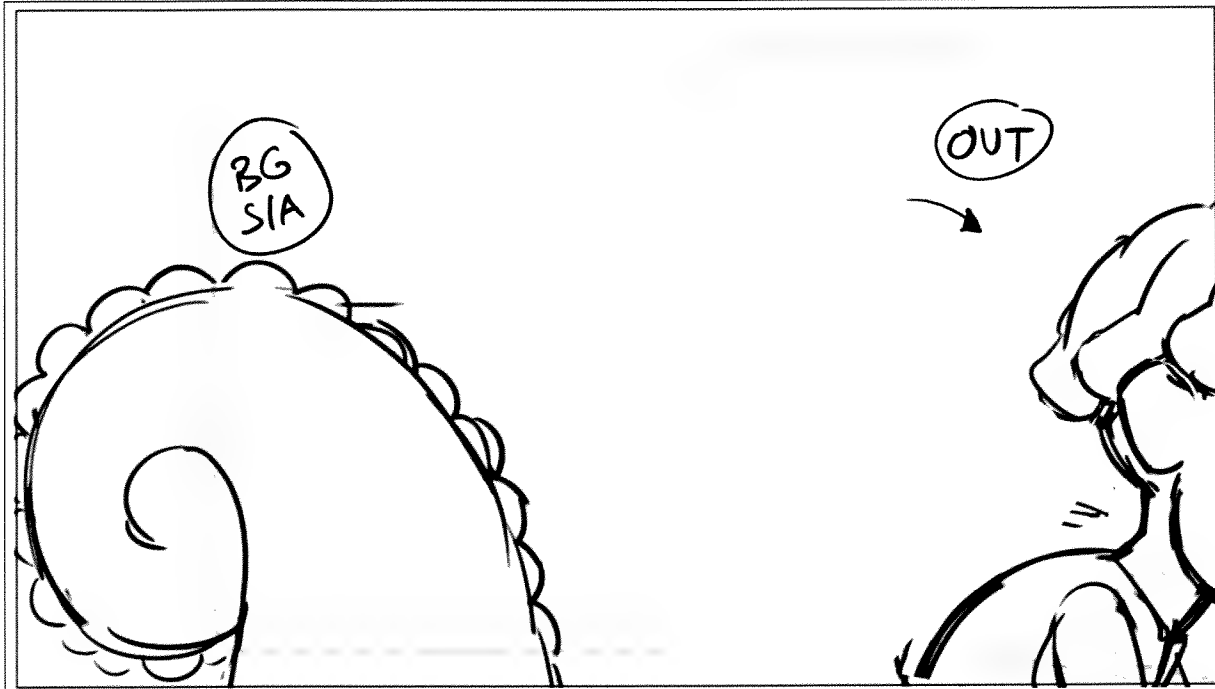
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Scene	Panel
87	cont 4



Scene	Panel
88	1



Dialog

PEE DEE: NOT IF YOU RODE EVERY SEAHORSE IN THE WORLD.

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Slugging

6.04

Scene	Panel
89	1



Dialog
PEE DEE: <WEARY SIGH>

Slugging
Panels 1 + 2 = 3.02

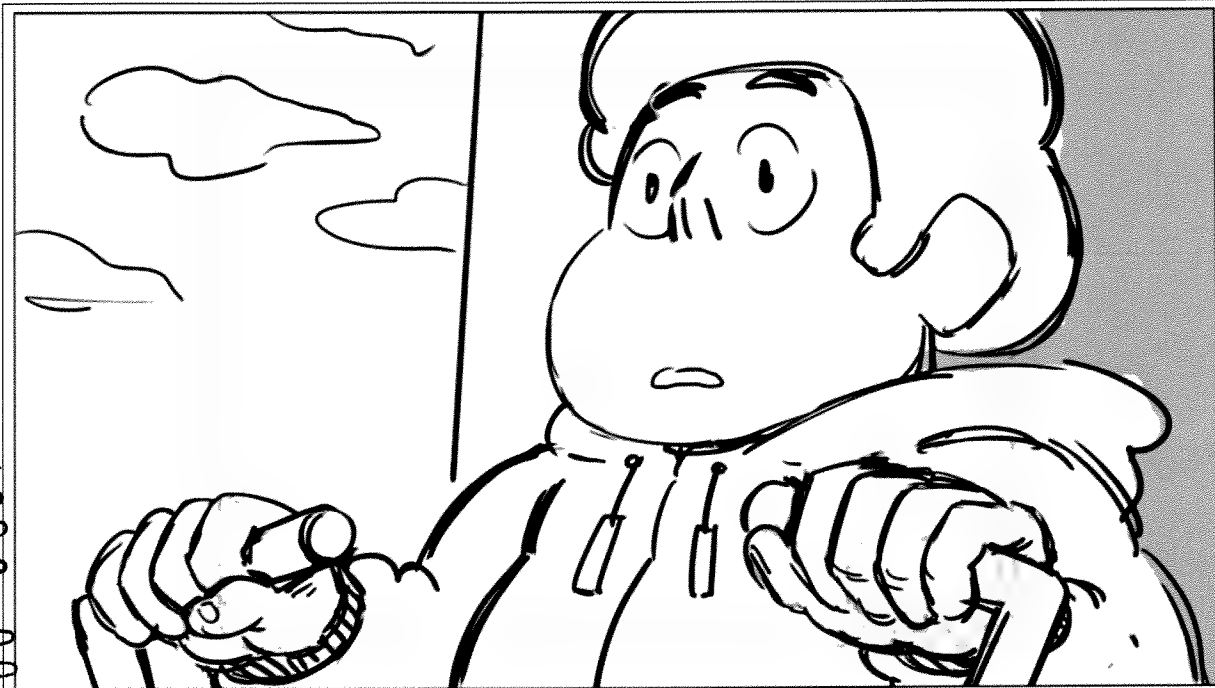
Scene	Panel
89	2

CONT

Dialog
PEE DEE: <WEARY SIGH>

MAY 20 2013

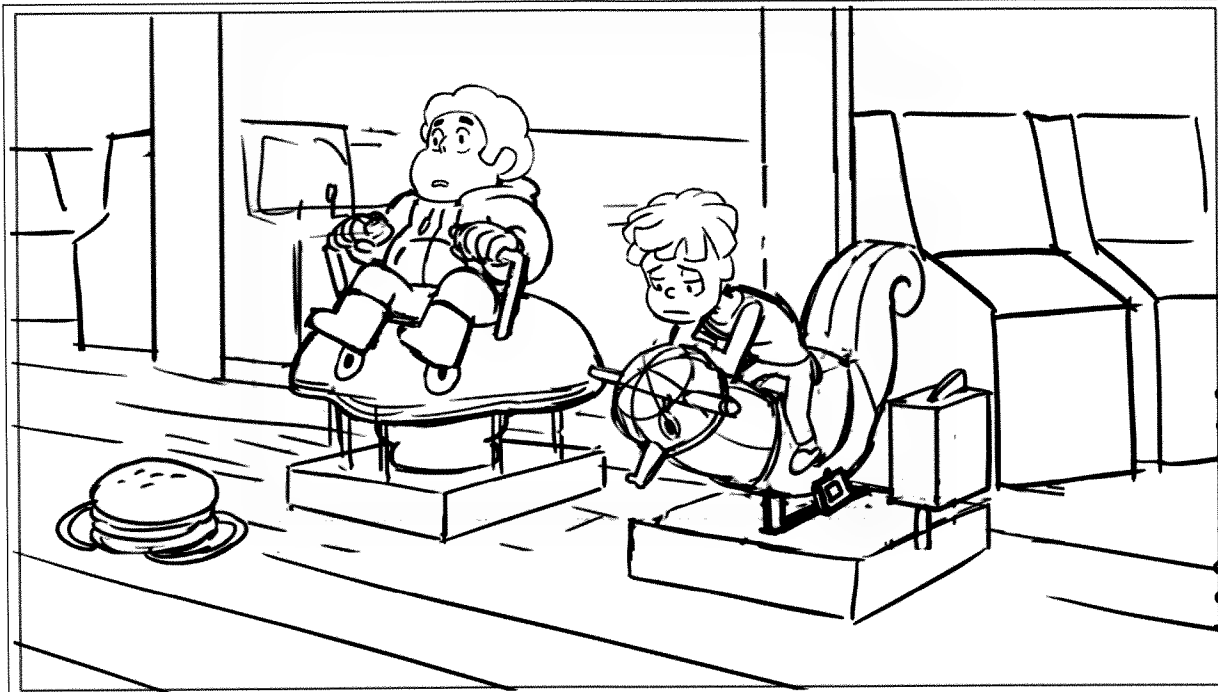
Scene	Panel
90	1



Dialog
STEVEN: WHOA...

Slugging
3.04

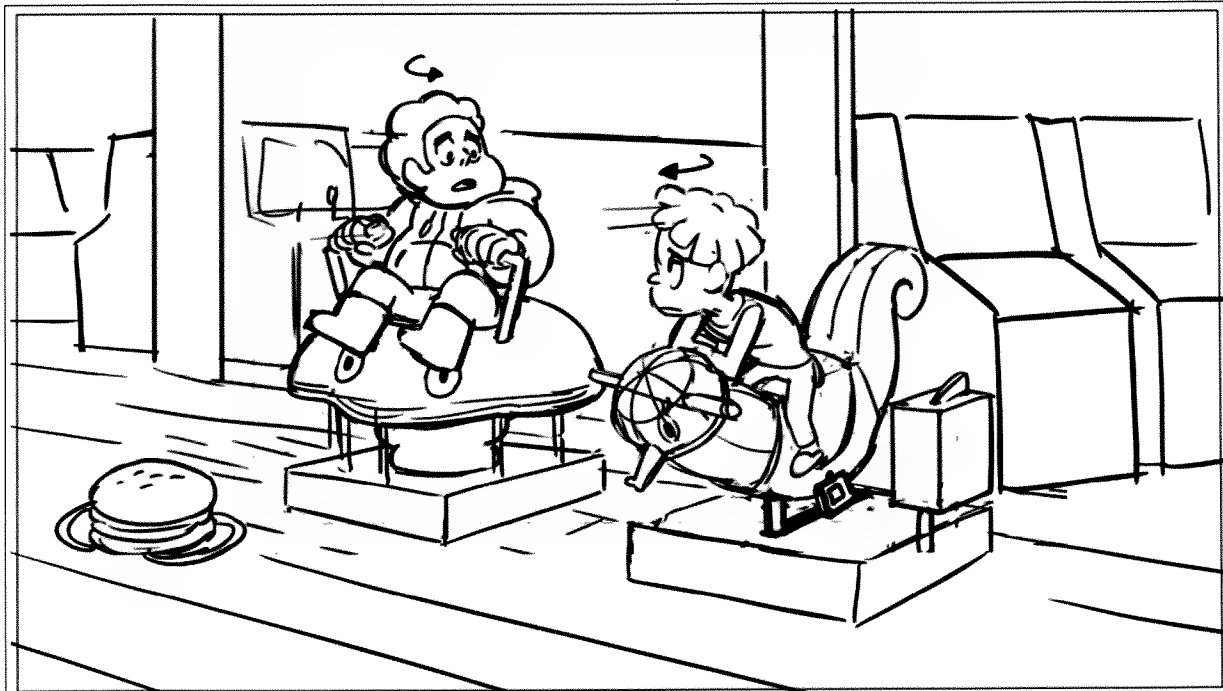
Scene	Panel
91	1



Slugging
Panels 1 + 2 = 4.02

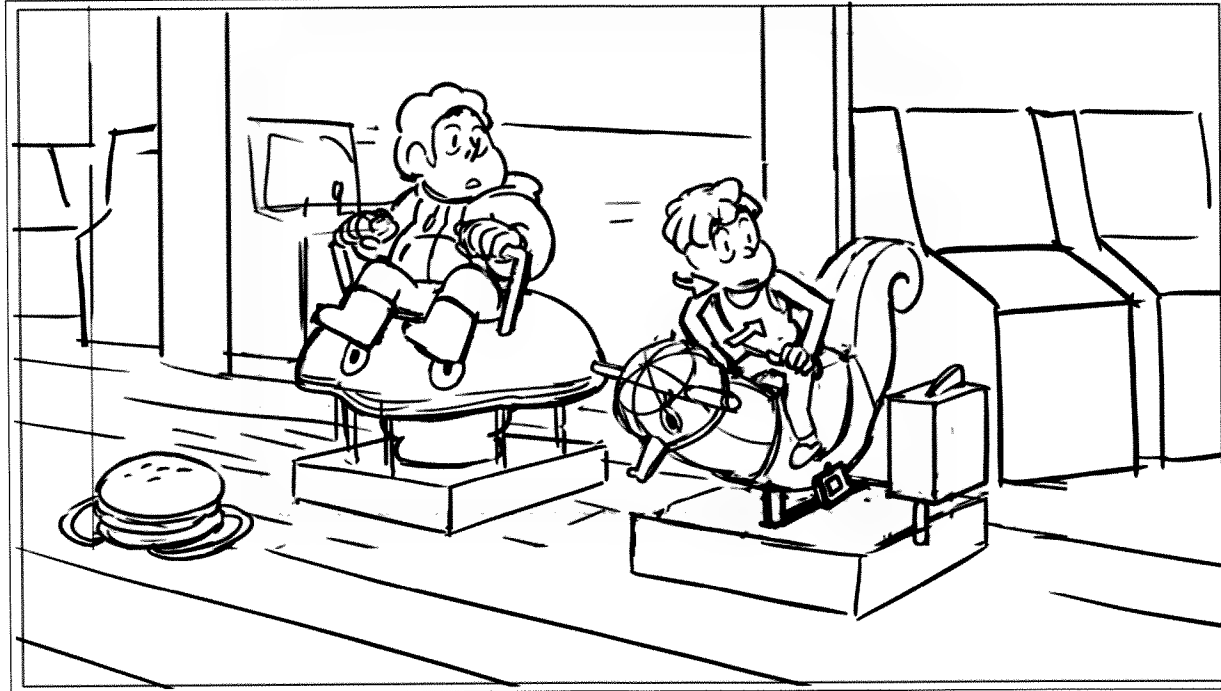
MAY 20 2013

Scene Panel
91 *CONT* 2



Dialog
STEVEN: ...WANNA TRY THE JELLYFISH?

Scene Panel
91 *CONT* 3



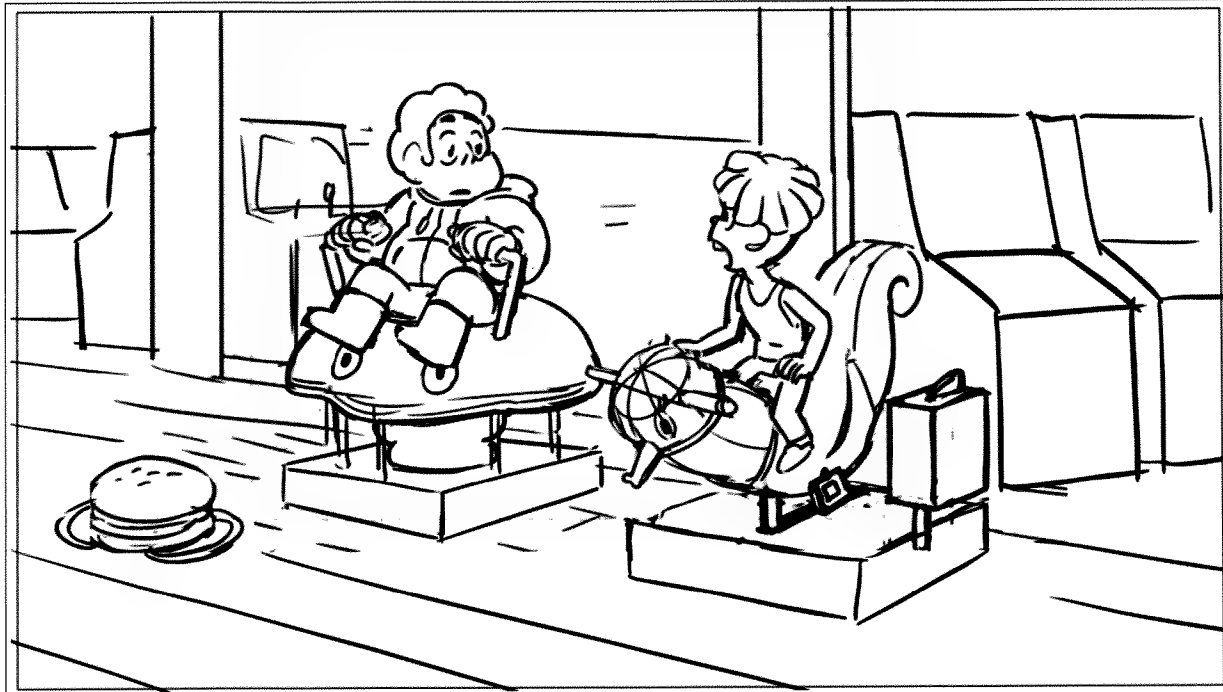
Dialog
<SCREAMING>

Slugging
1.13

MAY 20 2013

1020.008

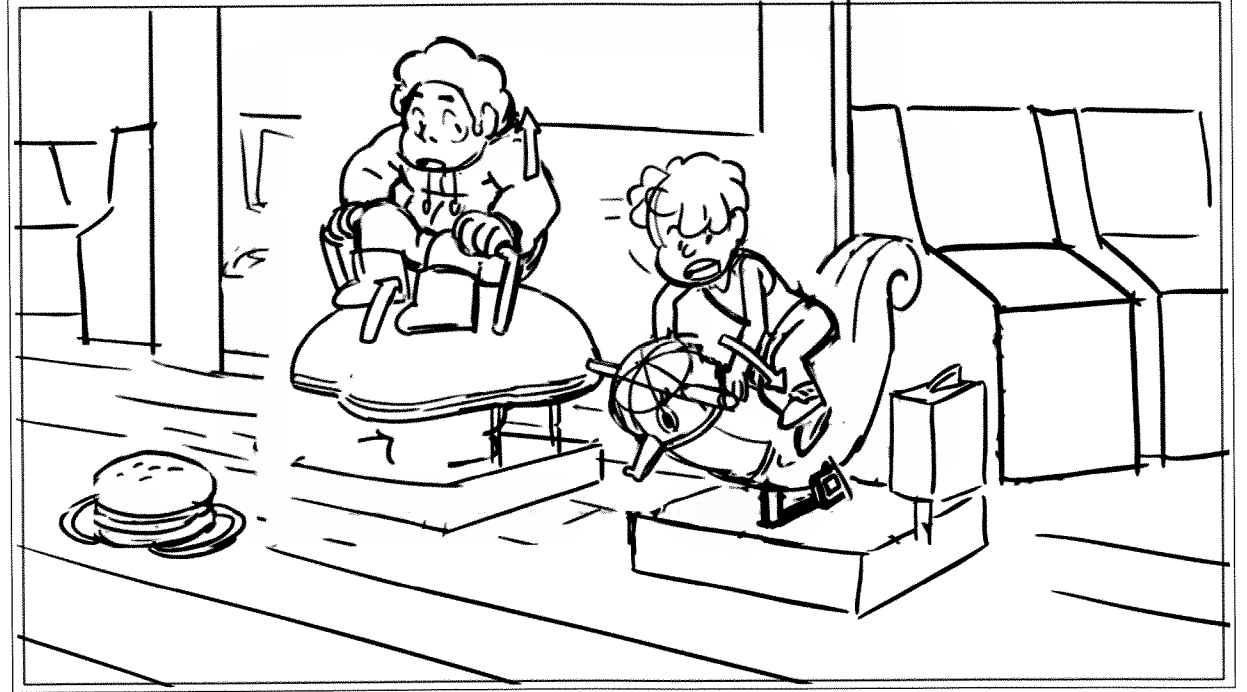
Scene Panel
91 *CONT* 4



Dialog
PEE DEE: THAT CAME FROM THE FRY SHOP!

Slugging
2.01

Scene Panel
91 *CONT* 5



Slugging
Panels 5 to 8 = 1.12

MAY 20 2013

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1020.008

1020.008

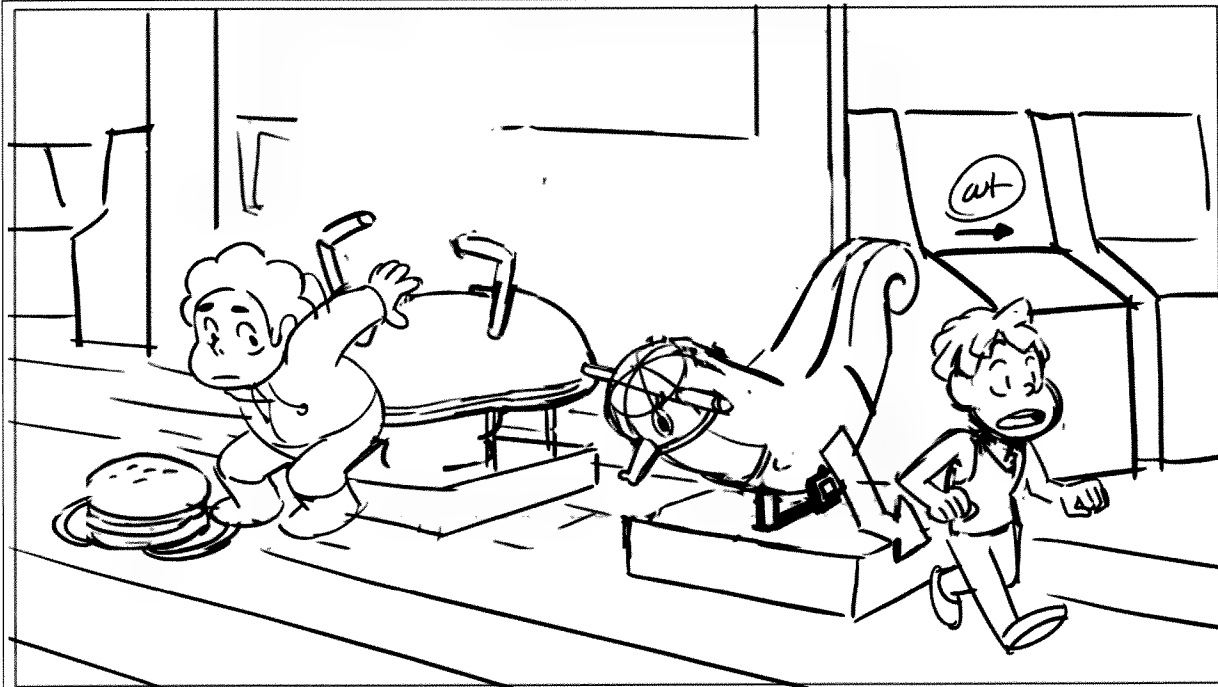
Scene

Panel 1

91

CONT

6



Action Notes

PEEDEE runs out

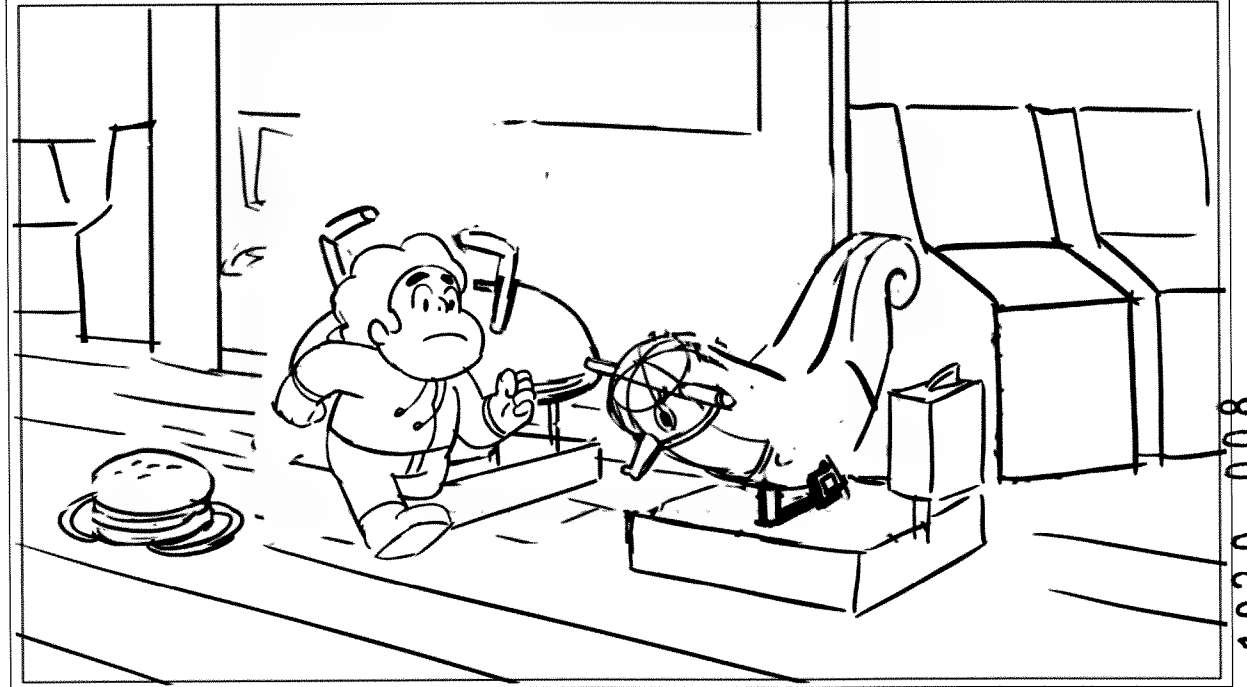
Scene

Panel

91

CAUT

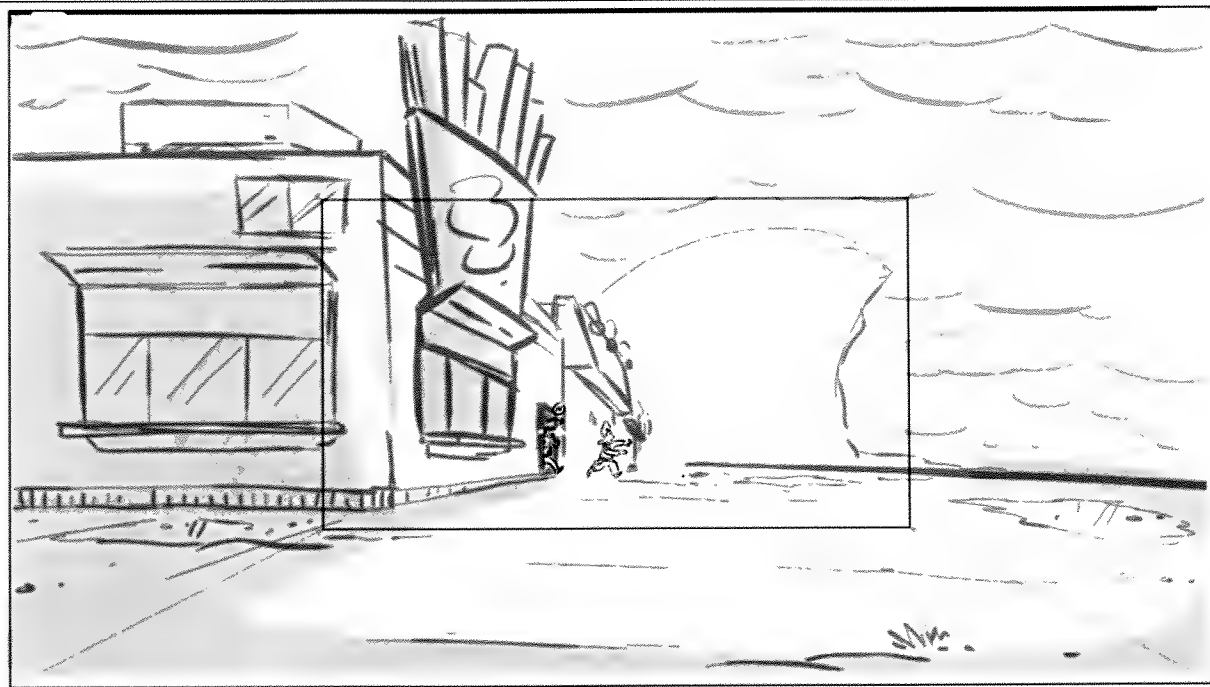
100



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Scene	Panel
93	1



Action Notes

SOUR CREAM and BUCK DEWEY race out of FRY-HUT panicky.

Slugging

Camera takes steps forward.

Panels 1 + 2 Total: 0.12

ADJ: 0.02

ADJ: 0.02

ADJ: 0.02

ADJ: 0.02

ADJ: 0.02

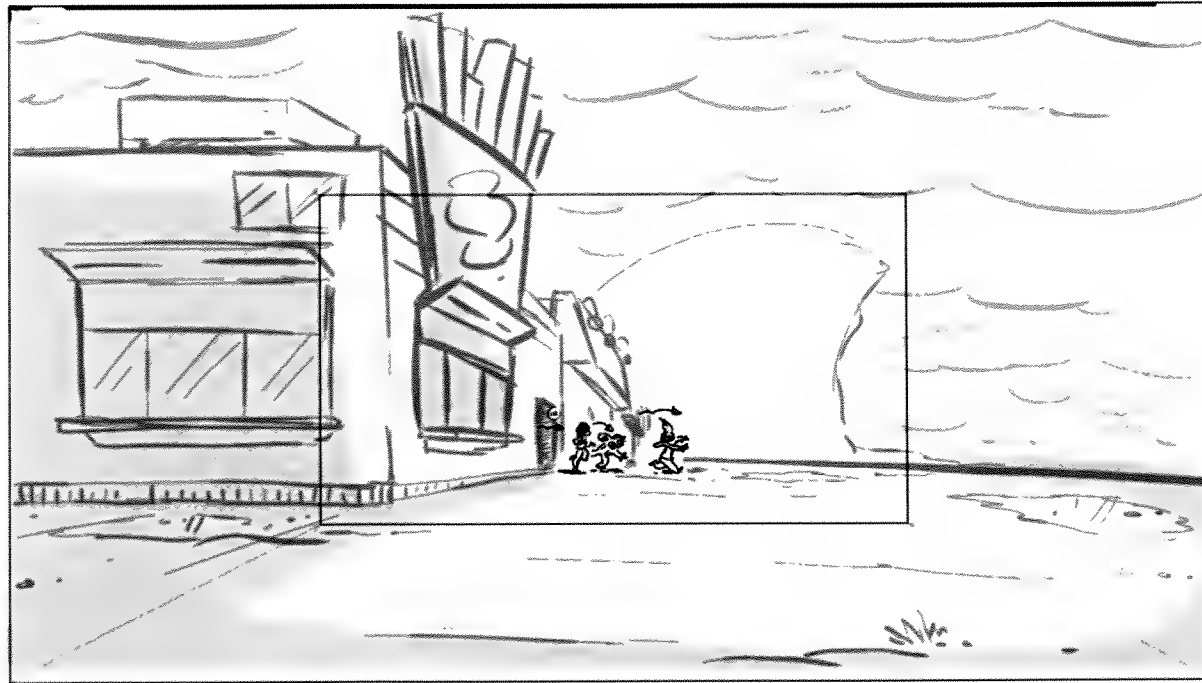
ADJ: 0.02

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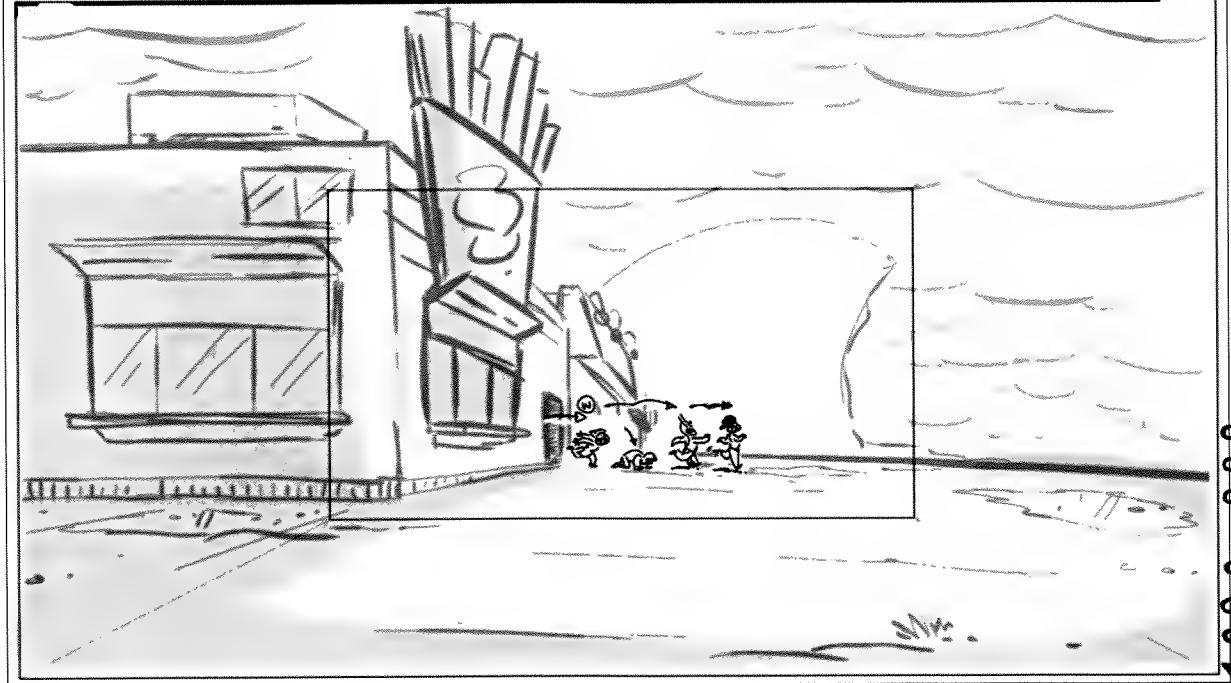
Scene	Panel
93	2



Action Notes

JENNY exits restaurant and runs past BUCK DEWEY and SOUR CREAM to front of line.

Scene	Panel
93	3



Action Notes

Order from left: KIKI, BUCK DEWEY, SOUR CREAM, JENNY

Slugging

Camera takes steps forward.

Total: 1.00

ADJ: 0.02

ADJ: 0.02

ADJ: 0.02

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ADJ: 0.02
ADJ: 0.02
ADJ: 0.02
ADJ: 0.02
ADJ: 0.02

Scene

94

Panel

1



Dialog

<WALLA> MY DOC WAS RIGHT

Action Notes

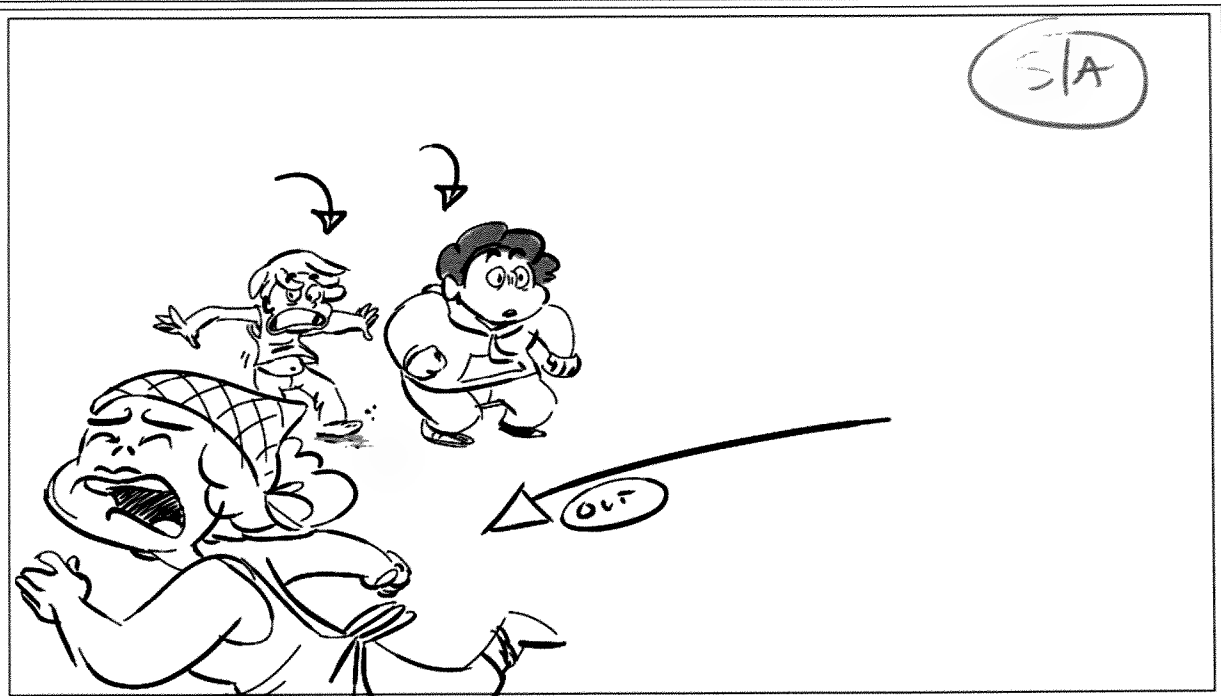
KIKI runs past in FG

MAY 20 2013

Slugging

1.14

Scene 94 ~~CONT~~ 2



Dialog
<WALLA> - FAST FOOD IS GONNA KILL ME!

Slugging
2.07

Scene 94 ~~CONT~~ 3



Dialog
BOARDIES: -WALLA-

Action Notes
BUCK DEWEY runs past in FG

MAY 20 2013

Slugging
1.02



Scene	Panel
95	1



Dialog
BOARDIES: -WALLA-

Slugging
Panels 1 + 2 = 1.05

Scene	Panel
95	2

CONT



Dialog
BOARDIES: -WALLA-

MAY 20 2013

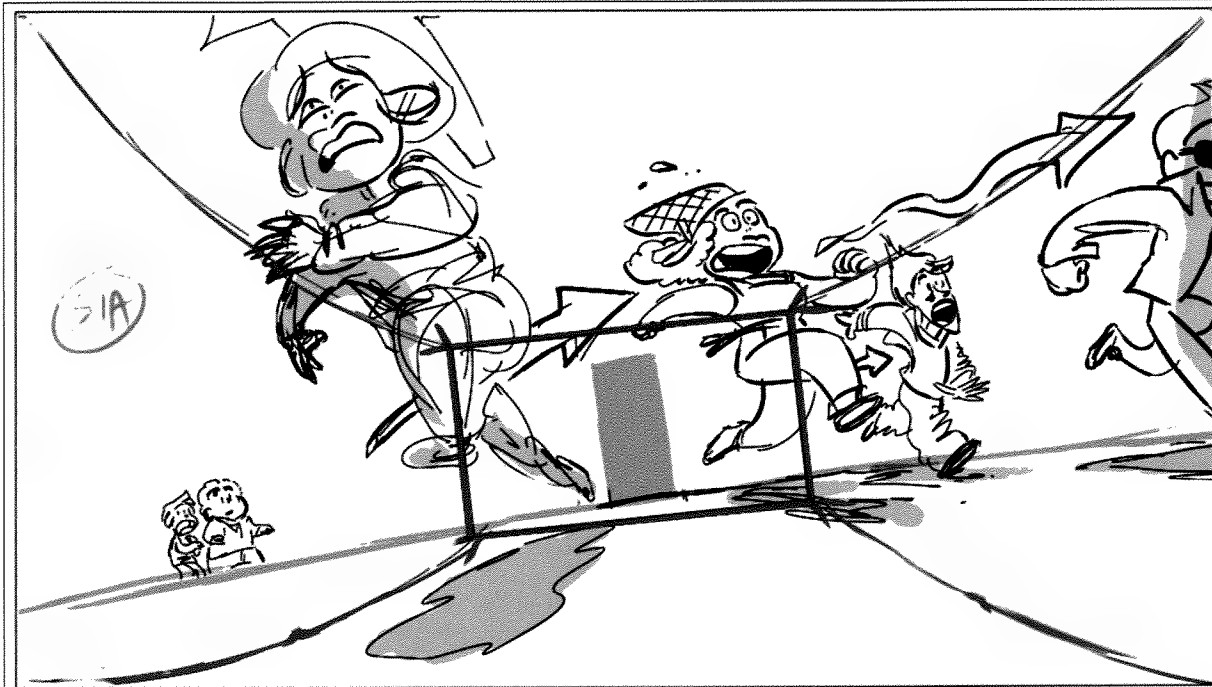
Action Notes
BUCK DEWEY runs RIGHT behind JENNY, in front of SOUR CREAM.

1020-008

1020-008

1020-008

Scene	Panel	
95	CONT	3

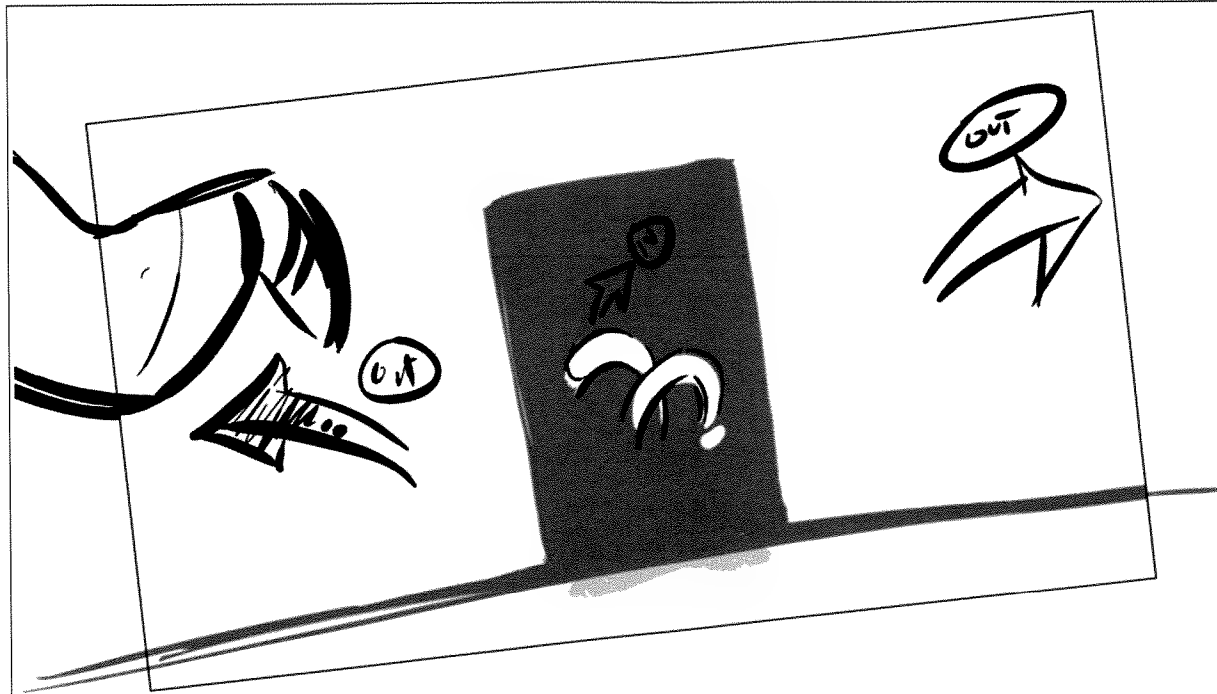


Dialog
BOARDIES: -WALLA-

Action Notes
FAST TRUCK IN

Slugging
ADJ: 0.10

Scene	Panel	
95	CONT	4



Dialog
BOARDIES: -WALLA-

Action Notes
FRYBO tentacles whip out door.

Slugging
1.08

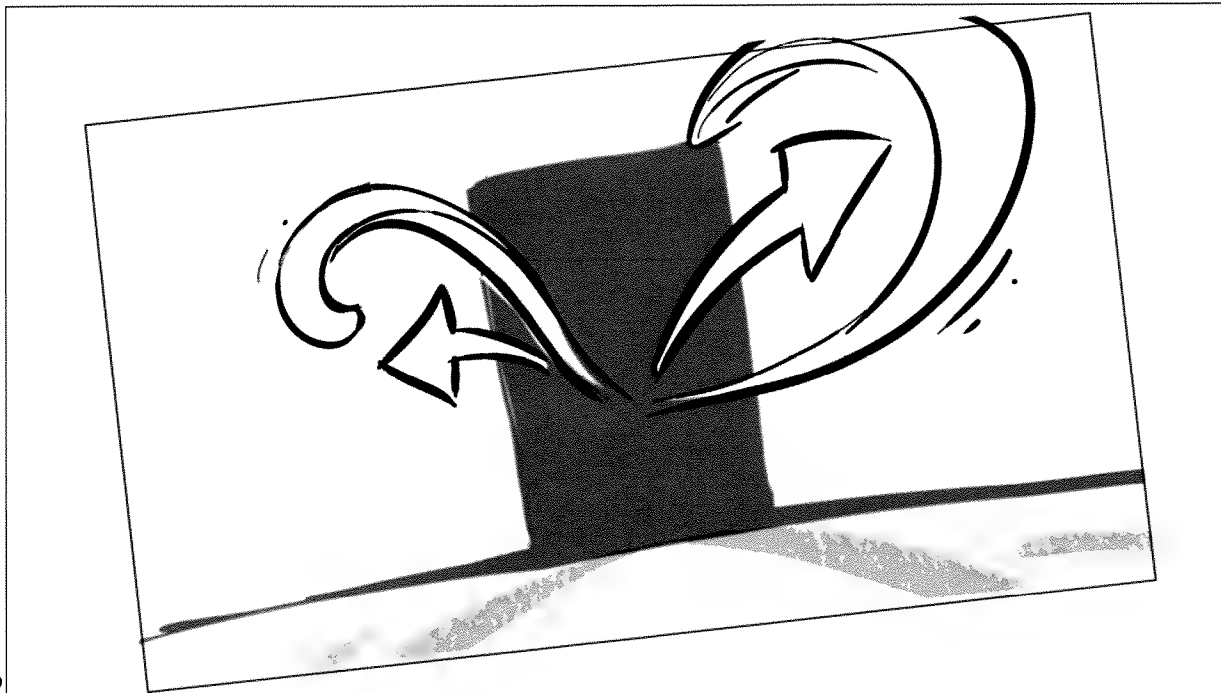
MAY 20 2013

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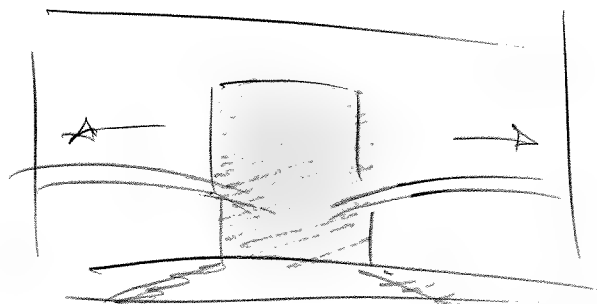
1020.008

1020.008

Scene	Panel
95	5



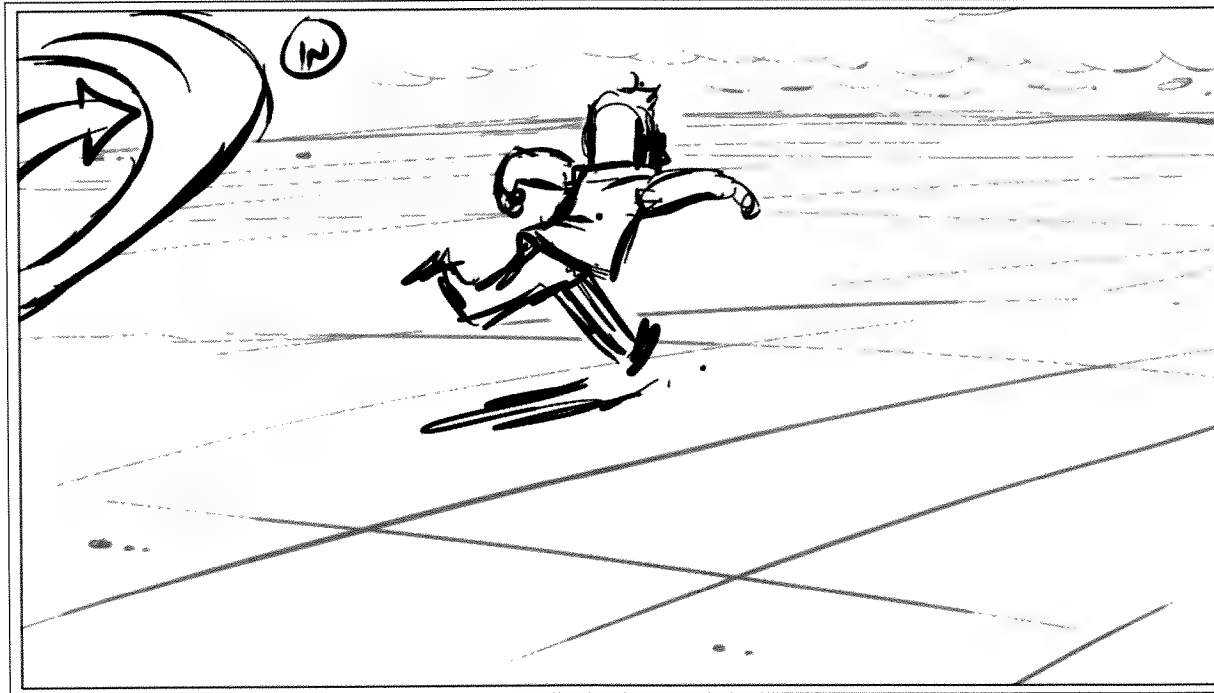
Slugging
0.06



TENTACLES
STRETCH
OUT TO O.S.

5A

Scene	Panel
96	1



Dialog
BOARDIES: -WALLA-

Slugging
0.10

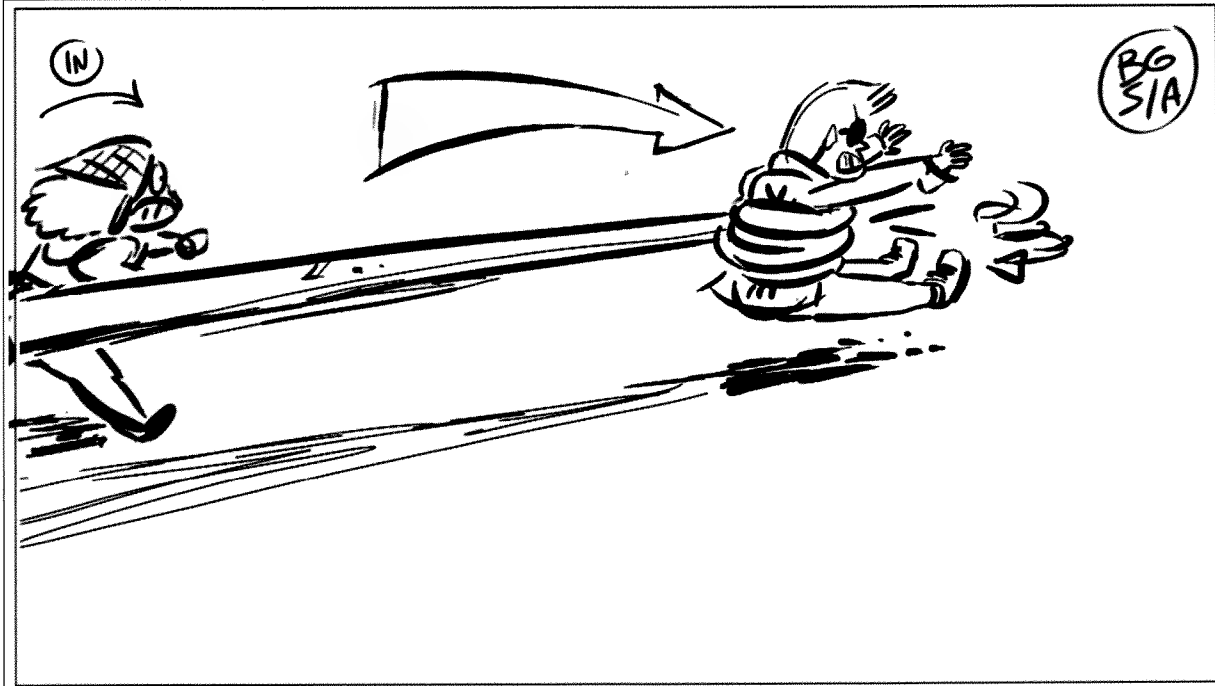
MAY 20 2013

1020.008

1020.008

1020.008

Scene	Panel
96	CONT 2

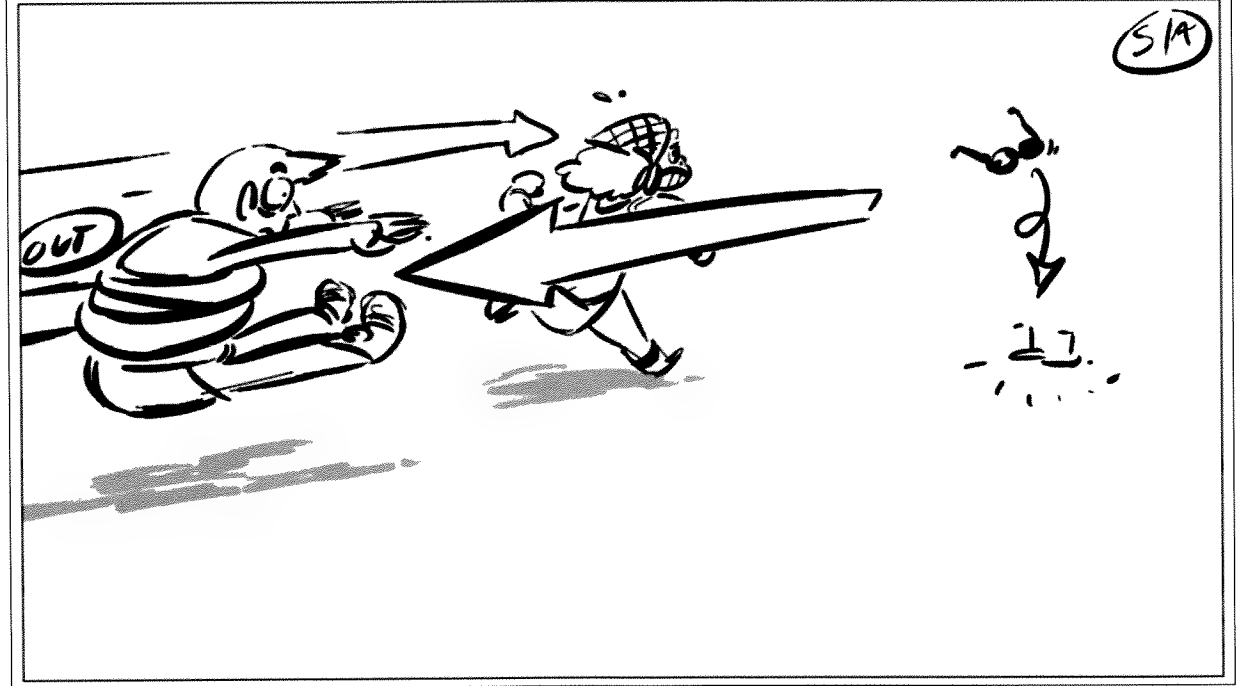


Dialog
BOARDIES: -WALLA-

Action Notes
FRYBO tentacle grabs BUCK DEWEY. KIKI runs past in BG

Slugging
0.06

Scene	Panel
96	CONT 3



Dialog
BOARDIES: -WALLA-

Action Notes
BUCK DEWEY yanked backwards, sunglasses fall off in same place.

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Slugging
0.10

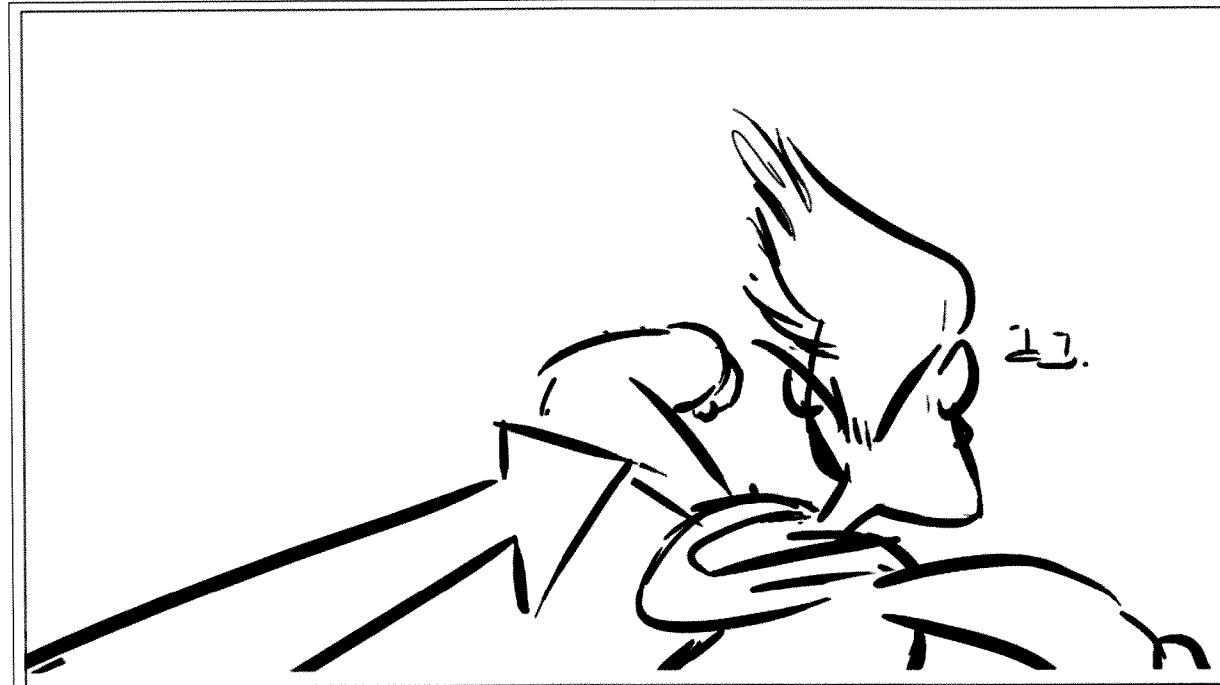
Scene	Panel
96	CONT 4



Dialog
BOARDIES: -WALLA-

Slugging
Panels 4 + 5 = 0.09

Scene	Panel
96	CONT 5



Dialog
BOARDIES: -WALLA-

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Scene	Panel
96	6

CONT

(S/A)



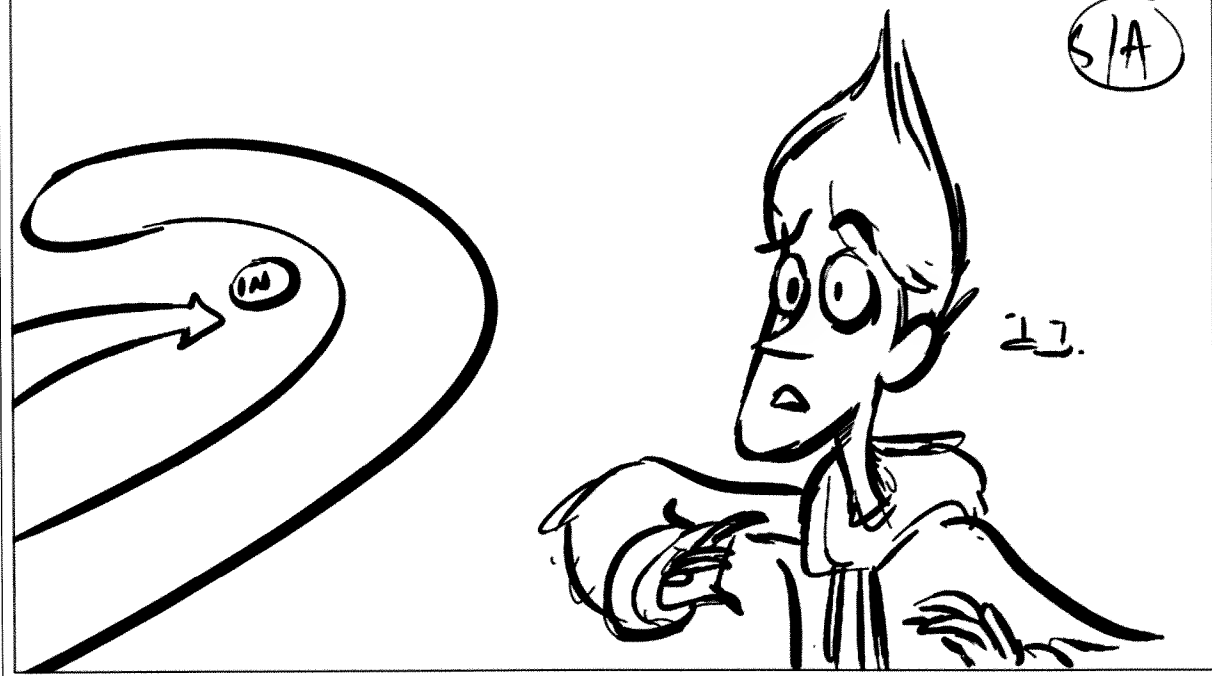
Action Notes
SOUR CREAM stops and turns.

Slugging
0.10

Scene	Panel
96	7

CONT

(S/A)

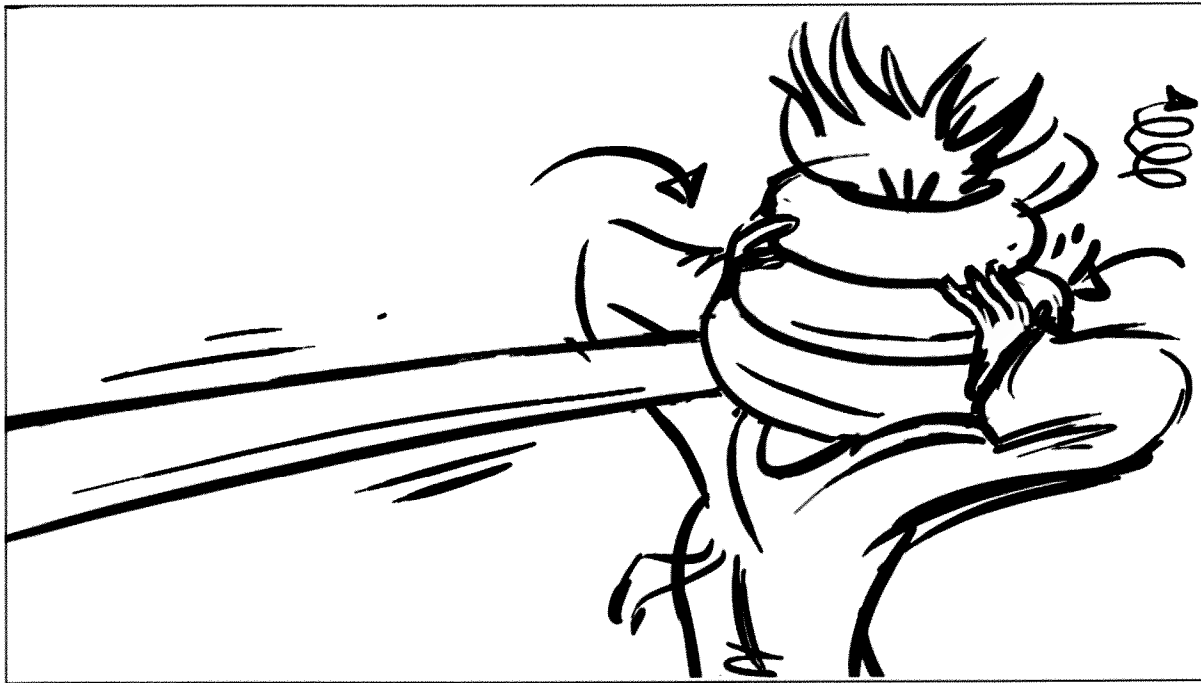


Action Notes
FRYBO TENTACLE whips around SOUR CREAM'S head.

Slugging
0.04

MAY 20 2015

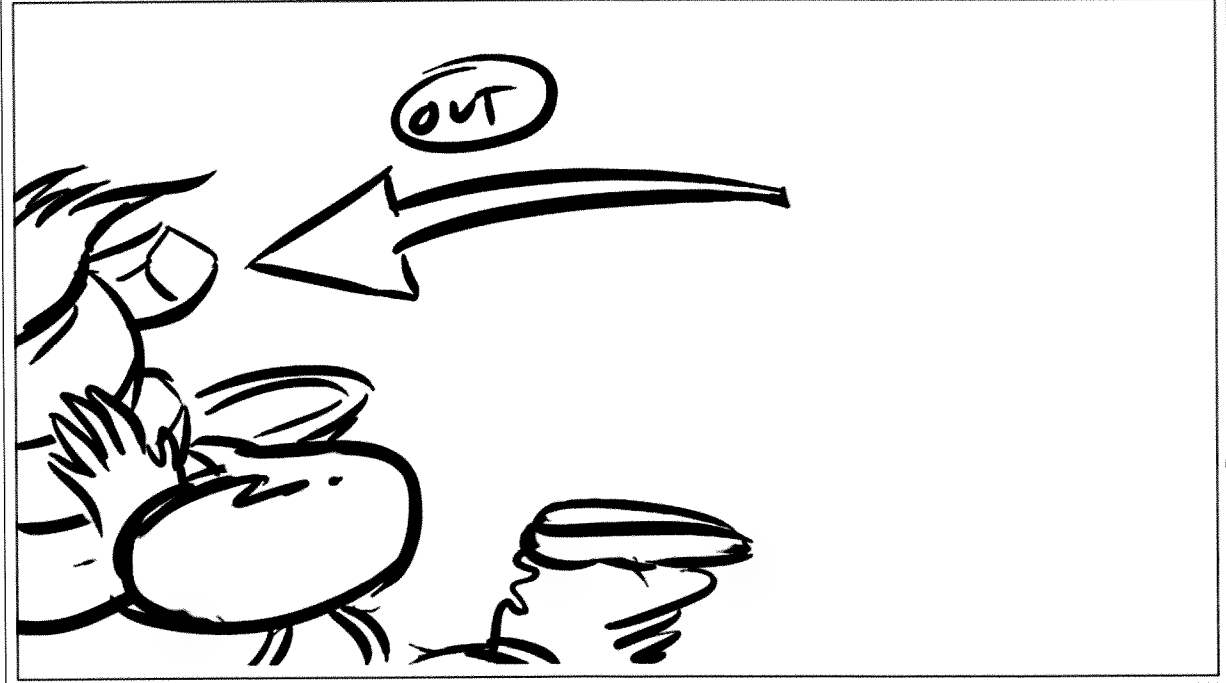
Scene	Panel
96	CONT 8



Dialog
SOUR SCREAM - MMPH!!-

Slugging
0.10

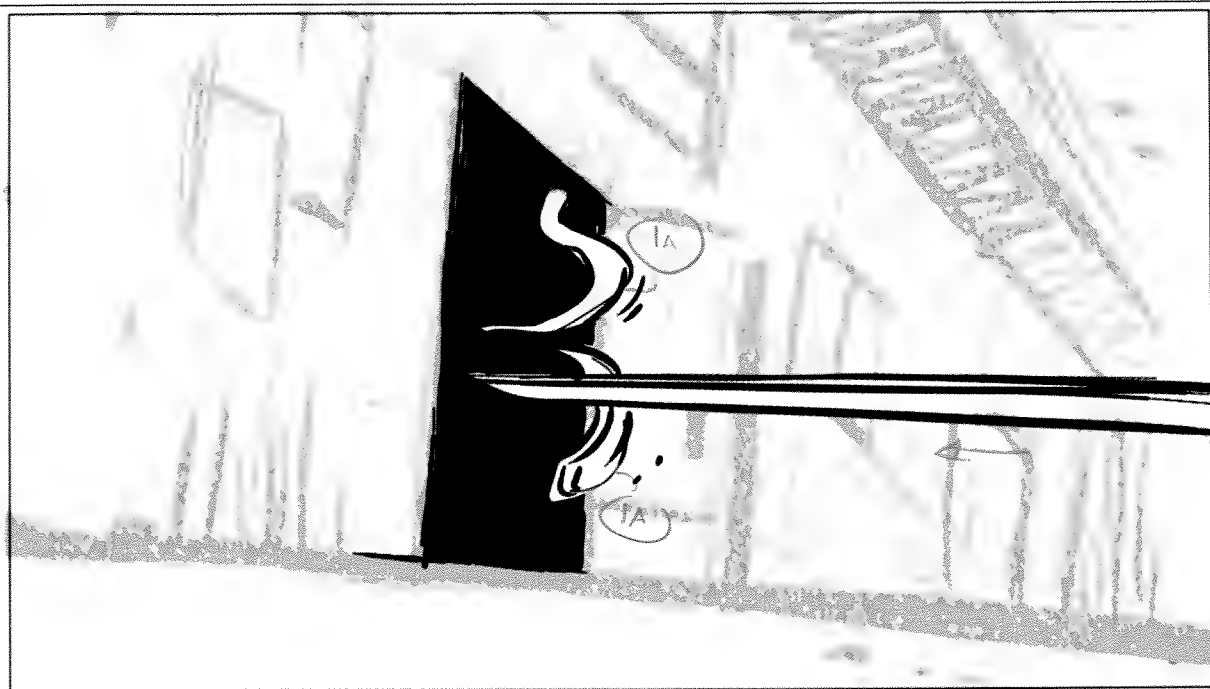
Scene	Panel
96	CONT 9



Slugging
0.14

MAY 20 2013

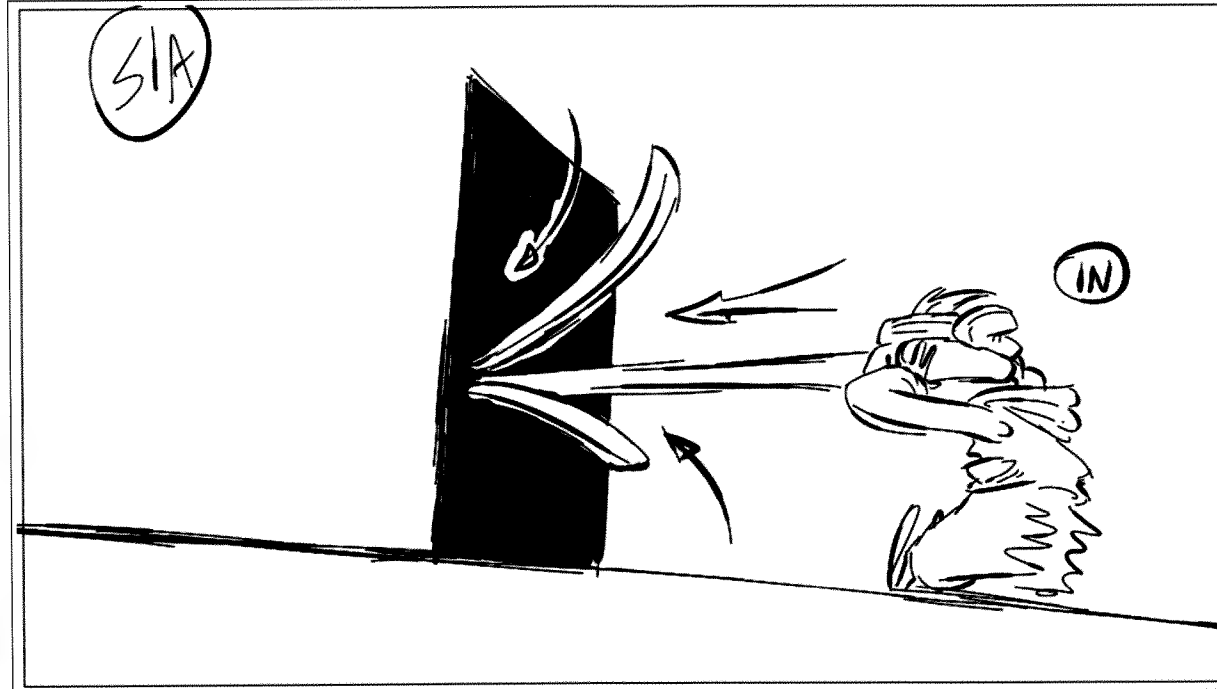
Scene	Panel
98	1



Slugging
0.12

Scene	Panel
98	2

cont



Slugging
1.05

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1020.008

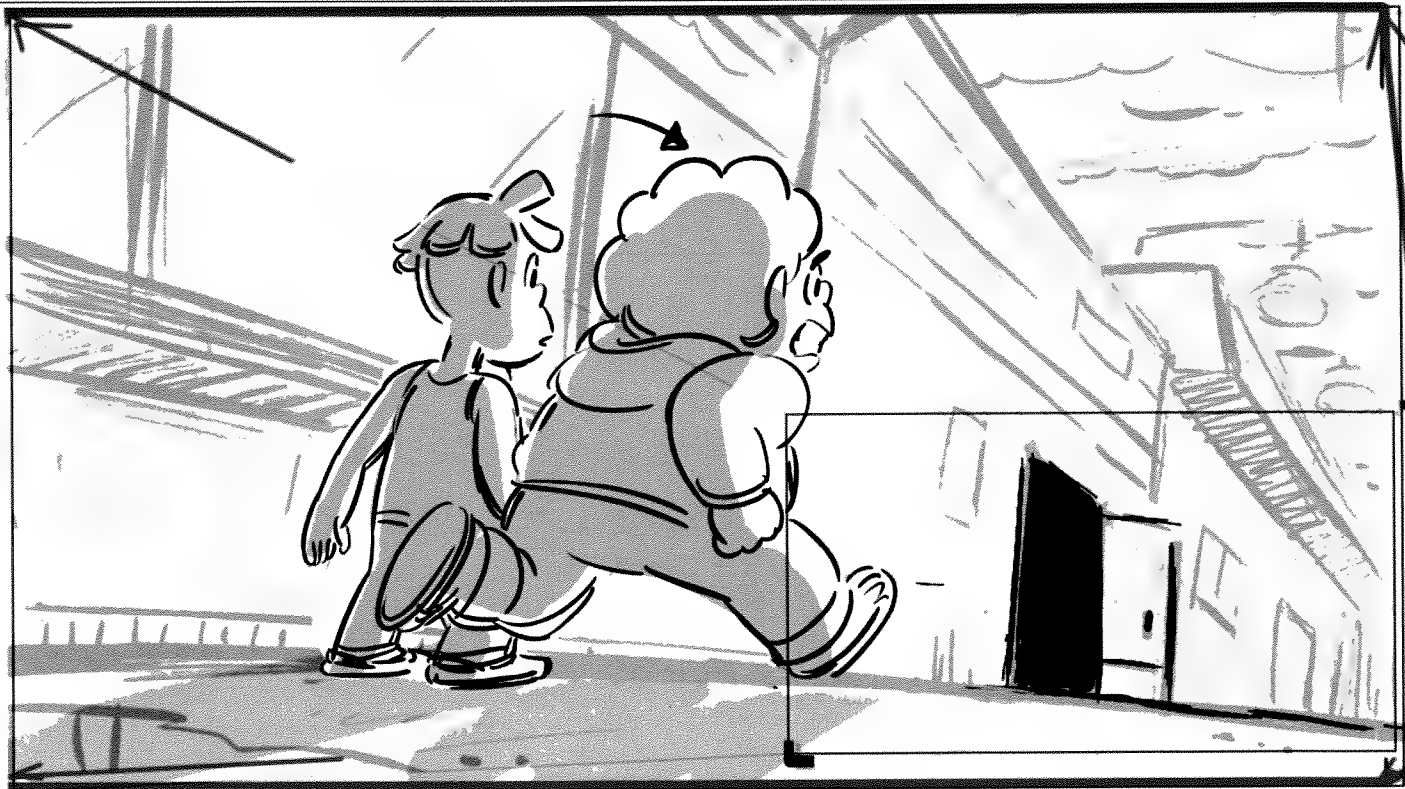
1020.008

Scene

Panel

98 *const*

3



Dialog

BOARDIES -SCREAMING WALLA-

Action Notes

STEVEN IN - CAMERA TRUCK OUT.

MAY 20 2013

Slugging

HOLD: 1.11

ADJ: 0.08

1020.008

1020.008

1020.008

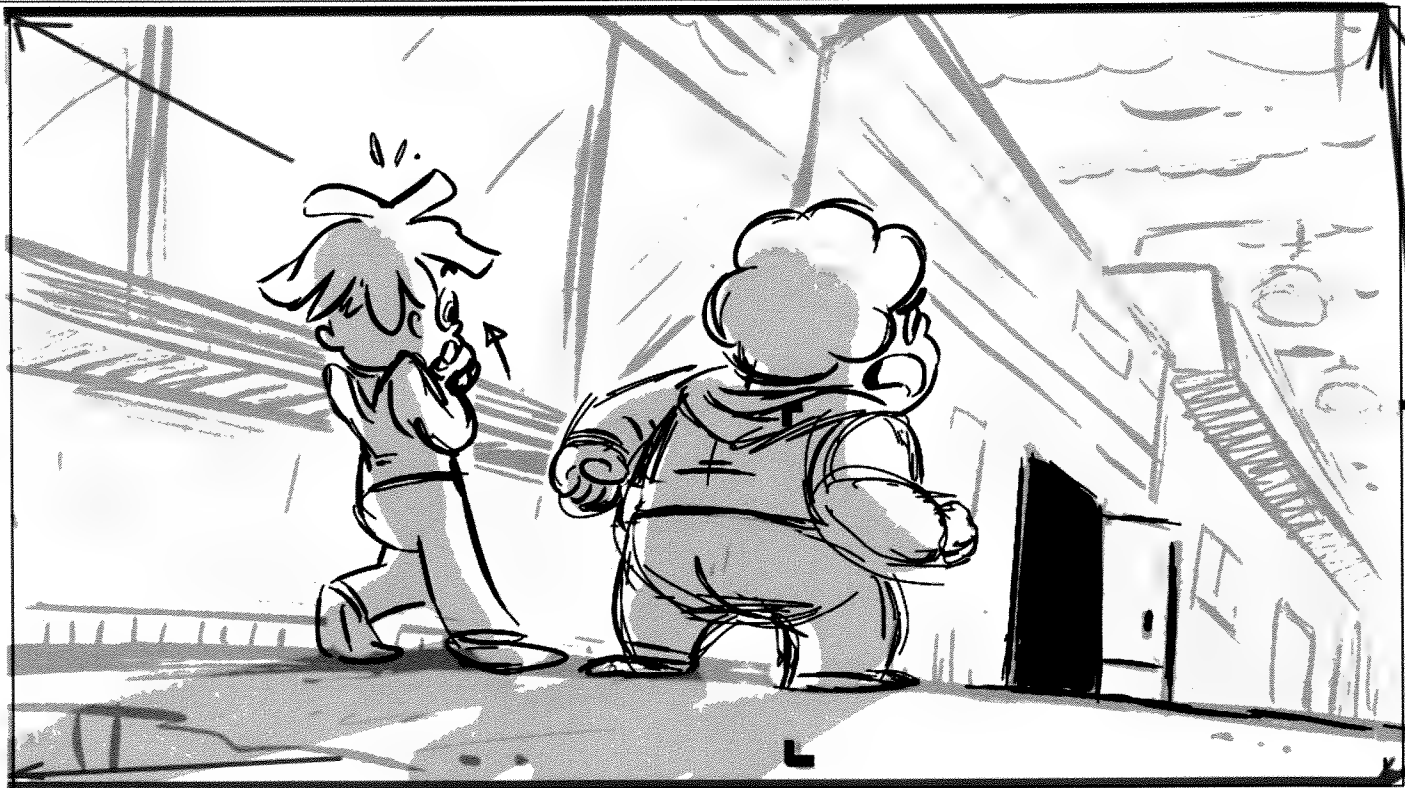
Scene

Panel

98

cont

4



Dialog

BOARDIES -SCREAMING WALLA-

MAY 20 2013

Slugging

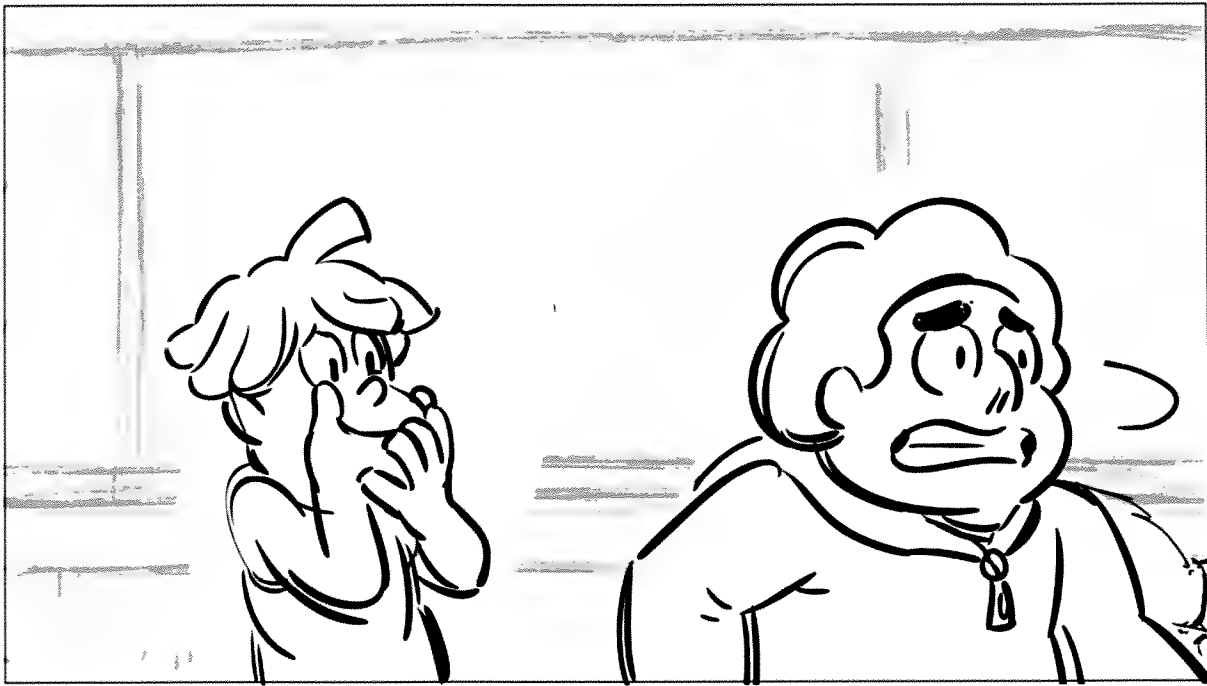
HOLD: 1.13

1020.008

1020.008

1020.008

Scene	Panel
99	1



Slugging

Panels 1 + 2 = 1.15

Scene	Panel
99	2



Dialog

PEE DEE: WE DIDN'T TELL HIM TO DO THAT!

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1020.008

Scene	Panel
99	CONT
	3

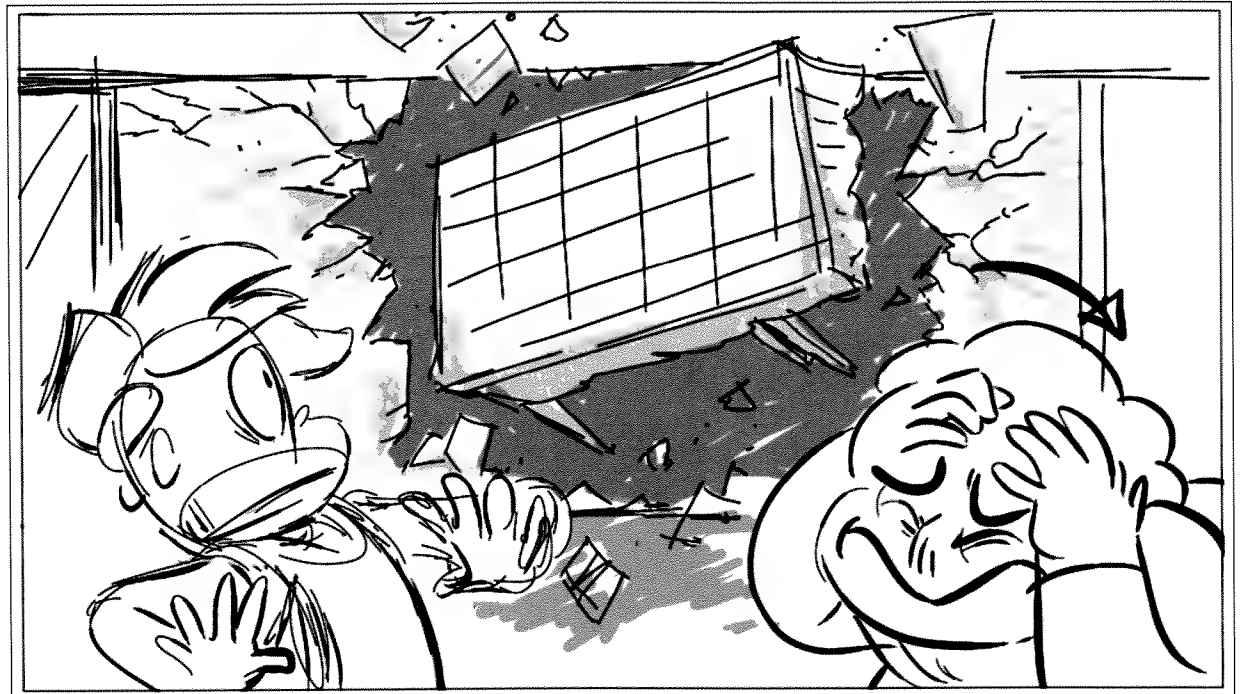


Dialog
PEE DEE: DID WE TELL HIM TO DO THAT??

Action Notes
SILOUHETTE of TABLE grows in window.

Slugging
1.14

Scene	Panel
99	CONT
	4

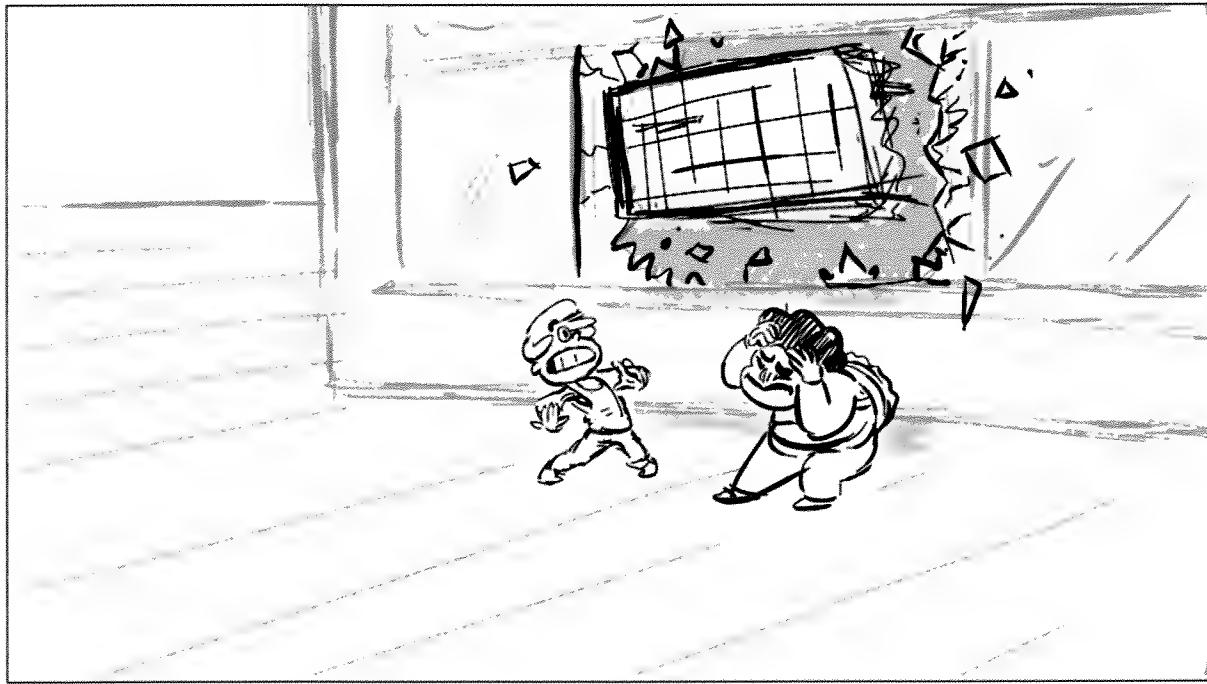


Action Notes
TABLE bursts through glass behind PEEDEE and STEVEN.

Slugging
0.06

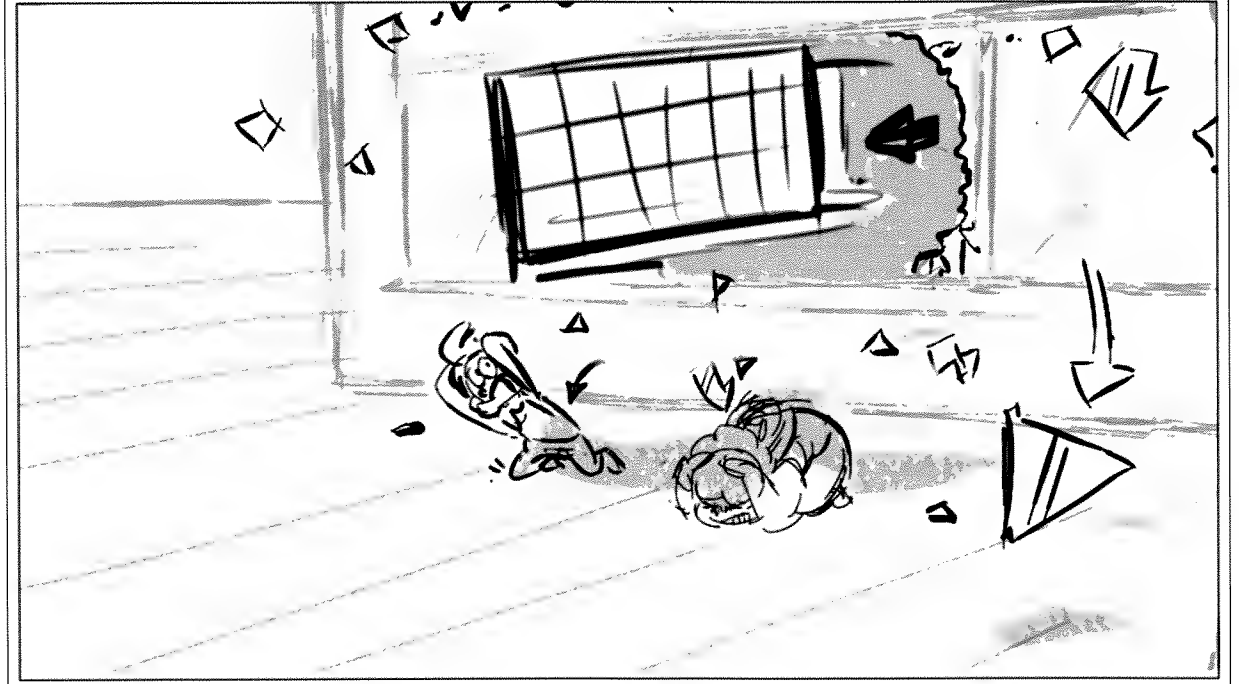
MAY 20 2013

Scene	Panel
100	1



Slugging
0.02

Scene	Panel
100	2



Action Notes
PEEDEE and STEVEN duck for cover.

Slugging
0.04

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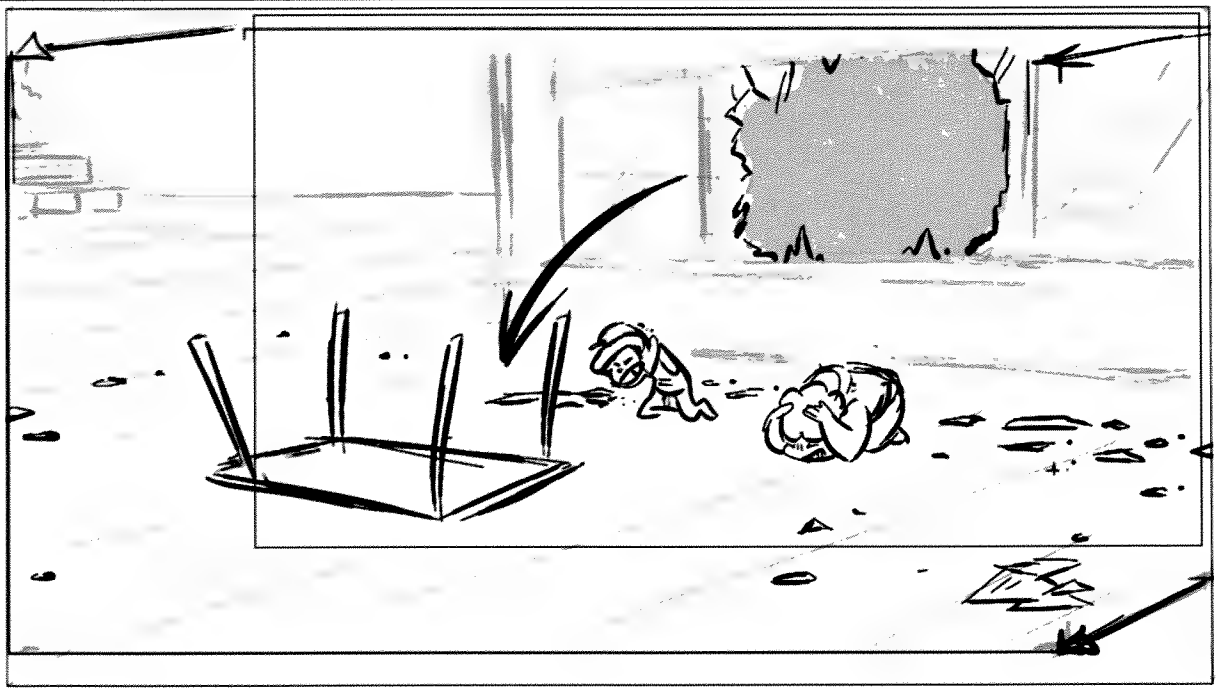
Scene

100

Panel

3

CONT



Slugging
ADJ: 0.04
HOLD: 0.07

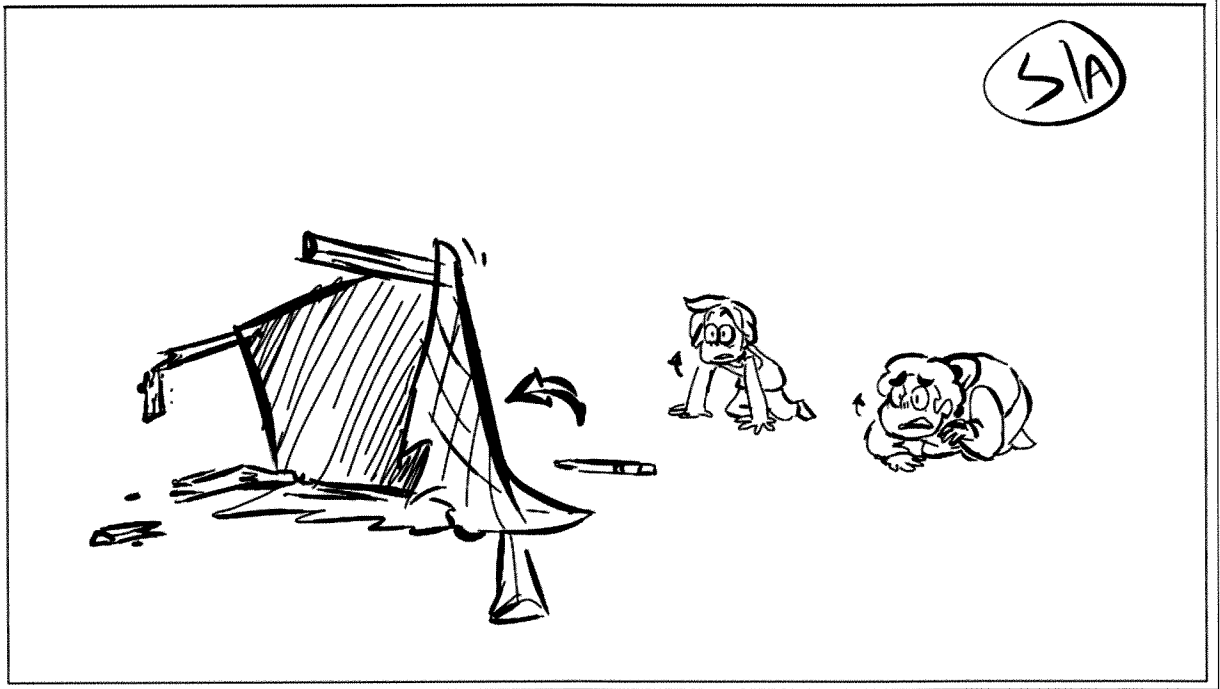
Scene

100

Panel

4

CONT



Action Notes
TABLE rolls, leg breaking.

Slugging
1.15

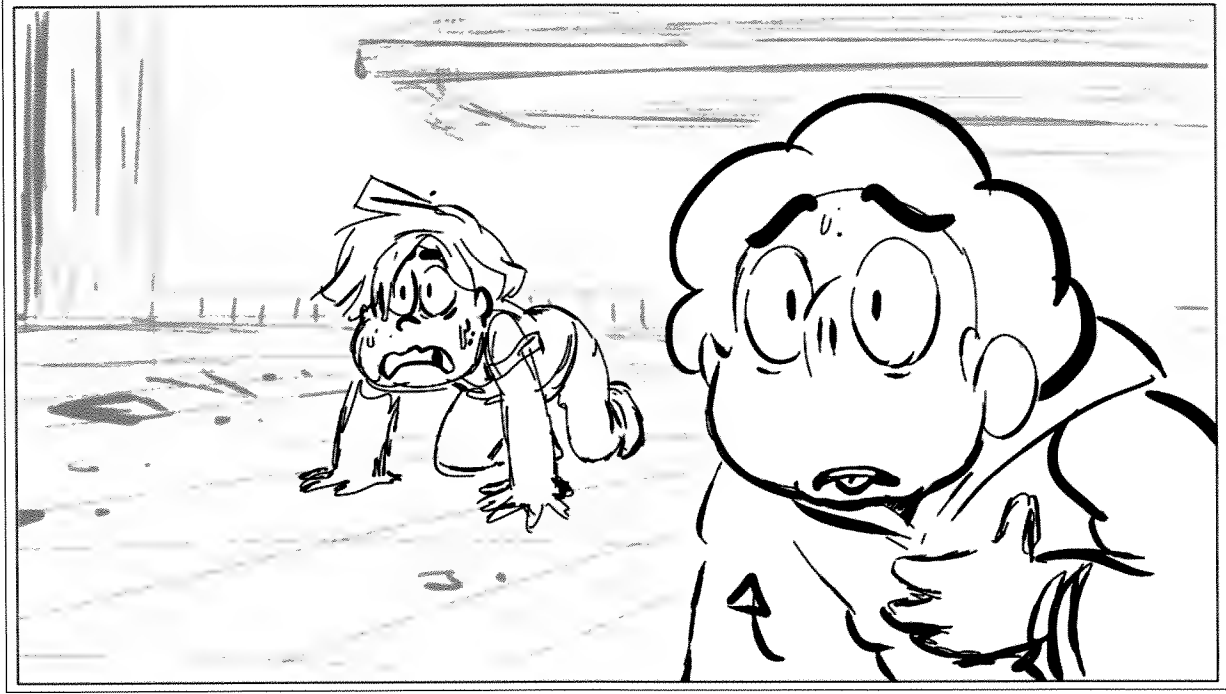
MAY 20 2013

Scene	Panel
101	1



Slugging
Panels 1 + 2 = 1.15

Scene	Panel
101	2 <i>CONT</i>



Action Notes
STEVEN and PEEDEE rise slightly, catching their breath.

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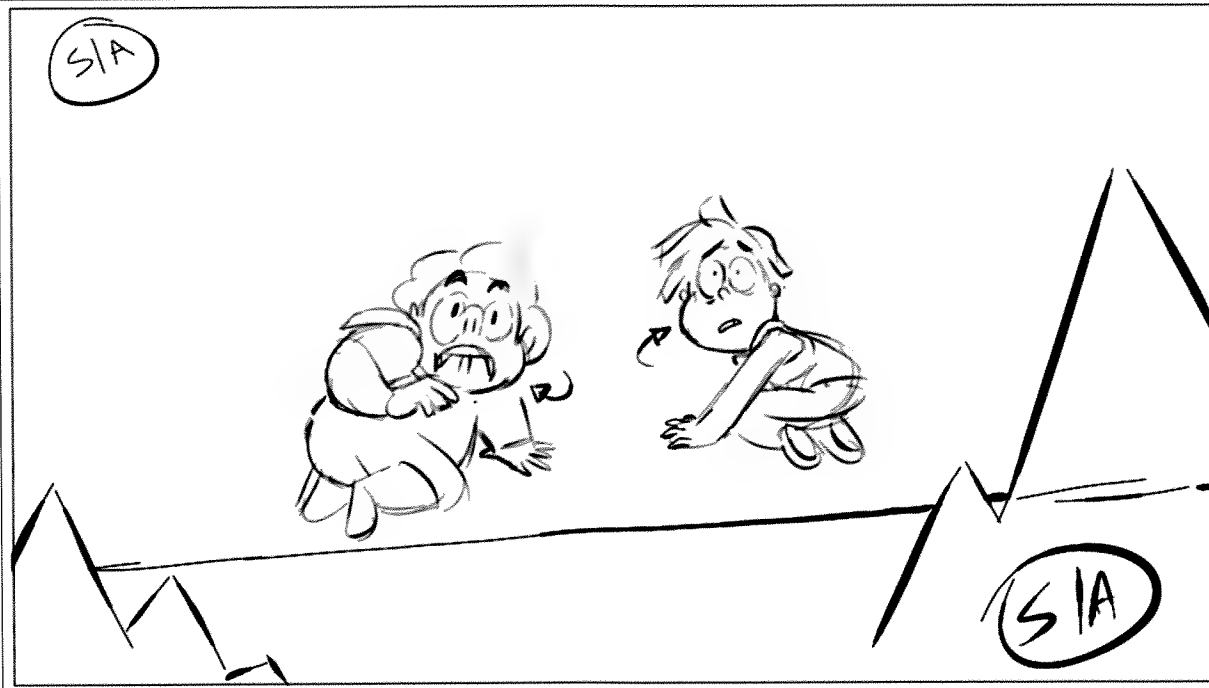
Scene	Panel
102	1



Slugging
1.09

Scene	Panel
102	2

CONT



Slugging
1.14

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1020-008

Scene	Panel
103	1



Slugging
0.14

Scene	Panel
103	2



Dialog
BOARDIE: <MUFFLED VOICES>

Action Notes
Foreground moves down, Background moves up.
MAY 20 2013
Reveal FRYBO holding LARS, SOUR CREAM, BUCK DEWEY and MR. SMILEY in its tentacles.

Slugging
1.05

Scene	Panel
103	CONT 3



Dialog
BOARDIE: <MUFFLED VOICES>

Slugging
1.11

Scene	Panel
104	1



Dialog
MR. SMILEY: PLEASE! NO MORE FRI...

* FRIES ARE ALREADY O.S.

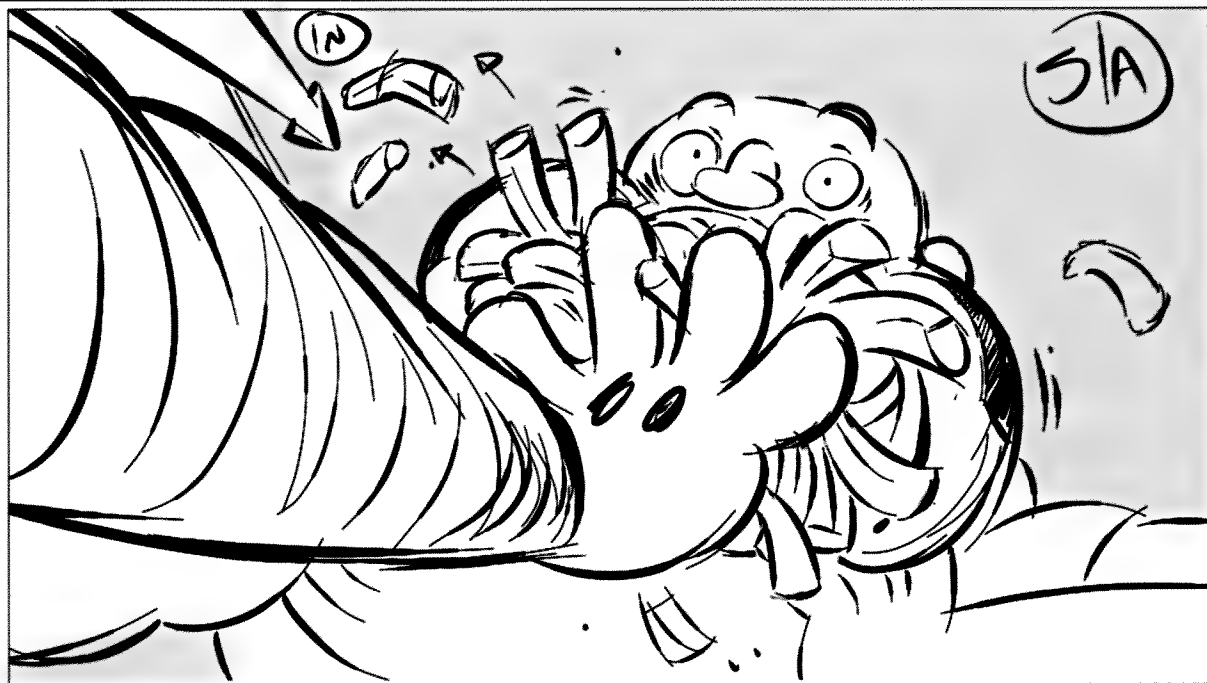
Slugging
2.00

MAY 20 2013

1020-008

1020-008

Scene	Panel
104	2



Dialog
MR. SMILEY: ERG!

Action Notes
FRYBO shoves a handful of fries into MR. SMILEY'S mouth.

Slugging
1.06

Scene	Panel
105	1



Action Notes
FRYBO shoves handfuls of fries into MR. SMILEY'S mouth.

Slugging
Panels 1 + 2 = 0.06

MAY 20 2013

1020.008

Scene	Panel
105	2

CONT



Scene	Panel
105	3

CONT



Slugging
0.04

MAY 20 2013

1020.008

1020.008

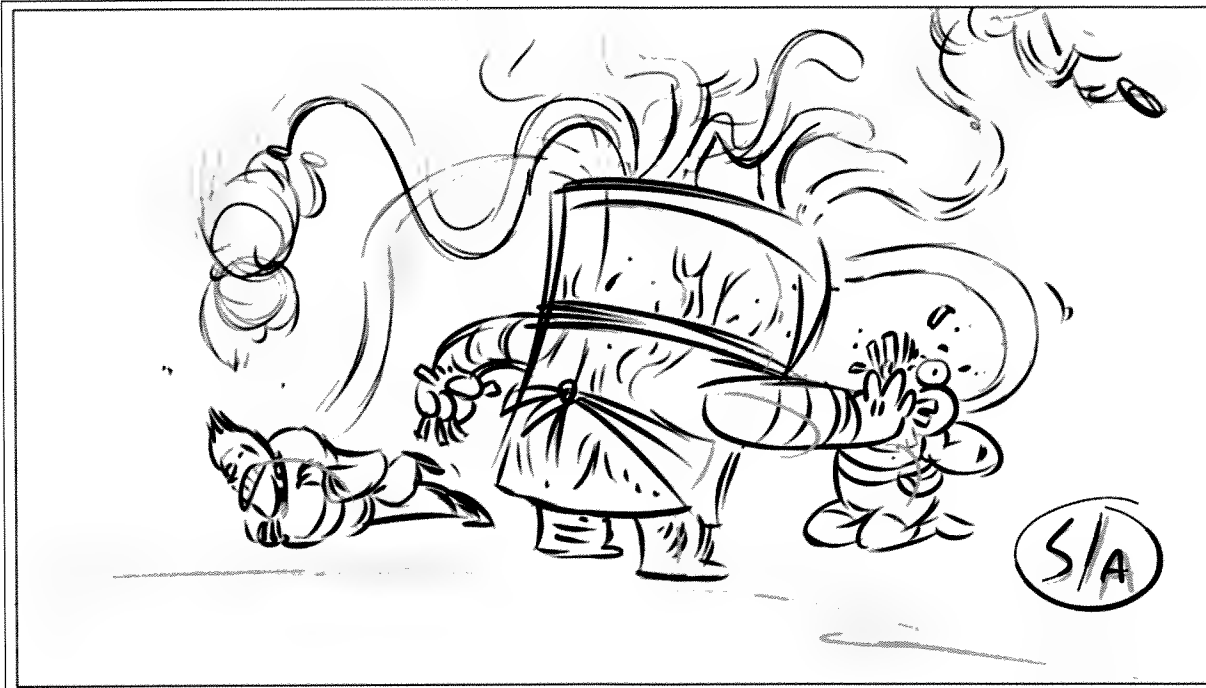
1020.008

Scene	Panel	
105	<i>CONT</i>	4



Slugging
0.06

Scene	Panel	
105	<i>CONT</i>	5



Slugging
0.04

MAY 20 2013

1020-008

1020-008

1020-008

Scene	Panel
105	CONT

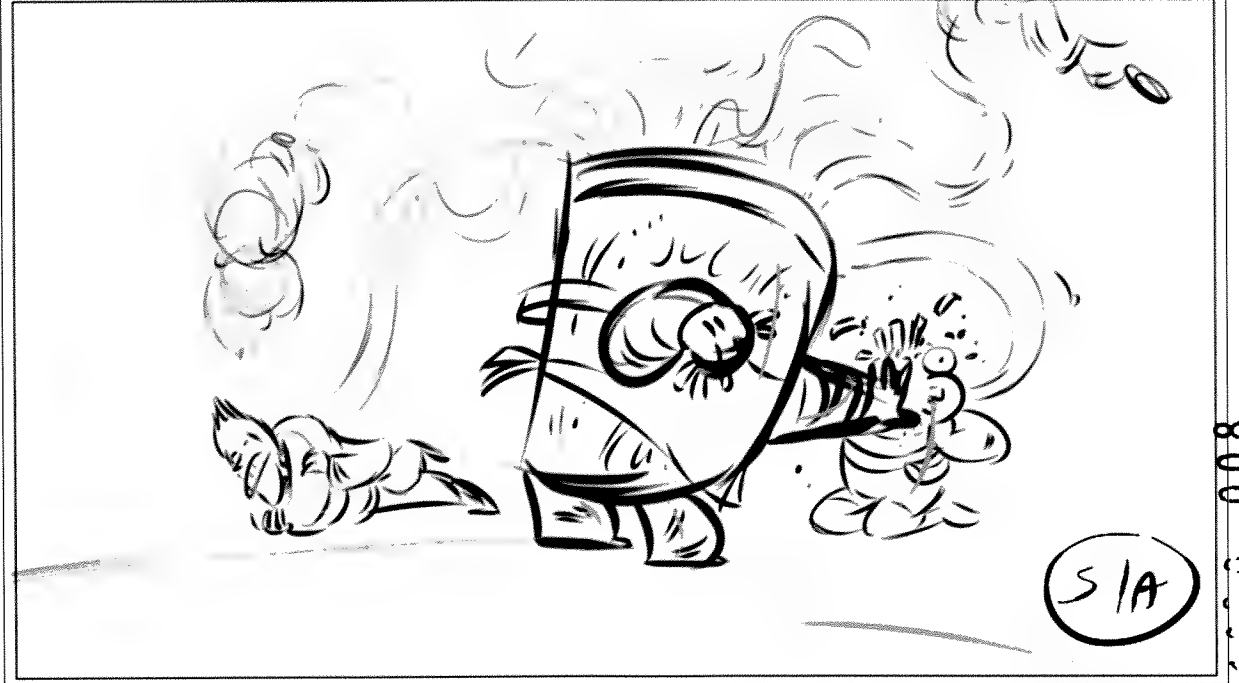
6



Slugging
0.06

Scene	Panel
105	CONT

7



Slugging
0.04

MAY 20 2013

1020-008

1020:008

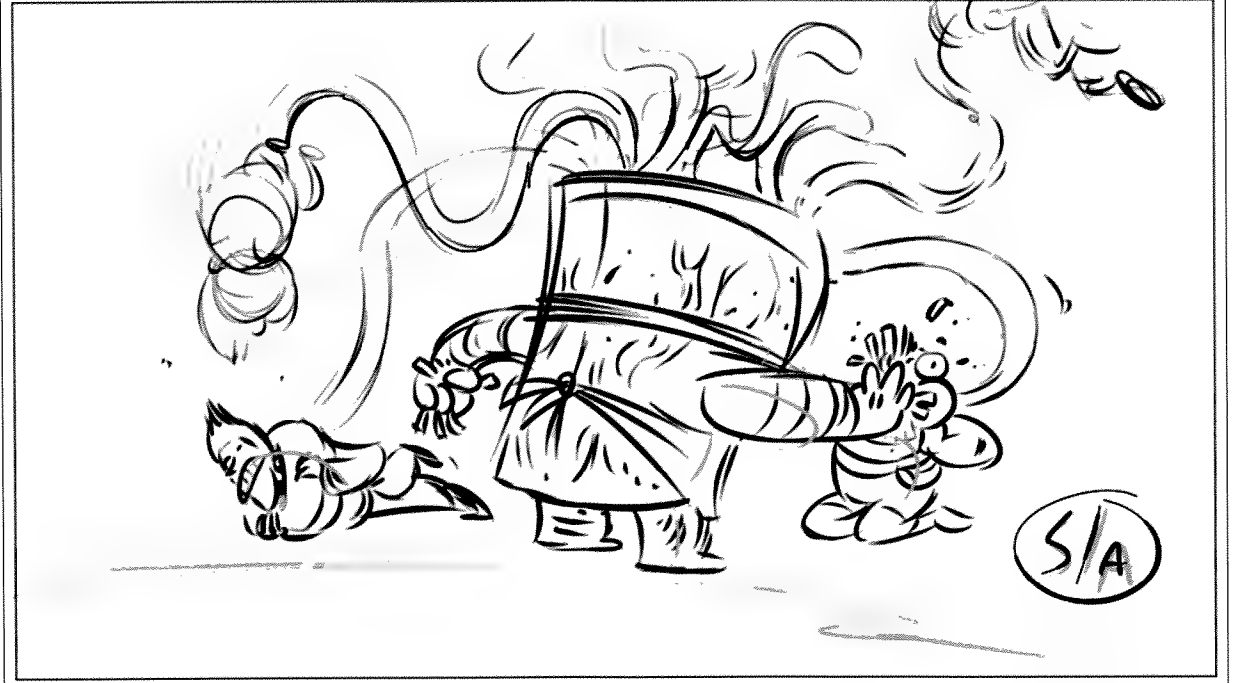
800-0701

Scene	Panel	
105	CONT	8



Slugging
0.06

Scene	Panel	
105	CONT	9



Slugging
0.04

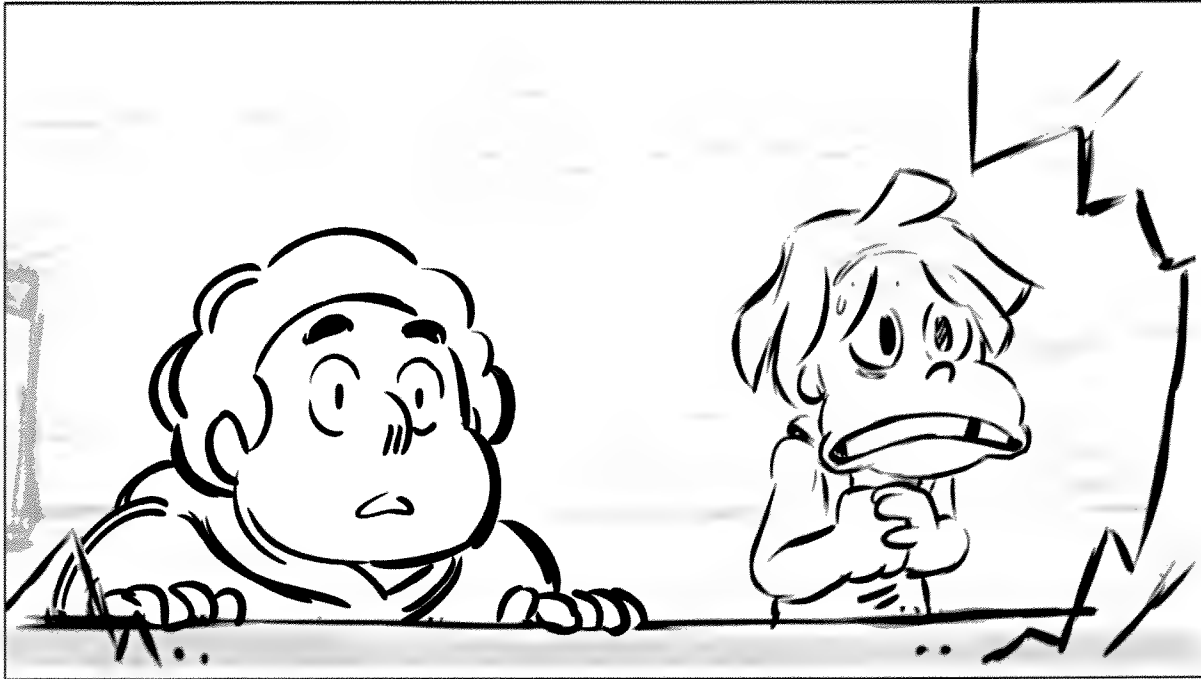
MAY 20 2013

1020-008

1020-008

1020-008

Scene	Panel
106	1



Dialog
STEVEN: (*STERN) FRYBO!

Slugging
Panels 1 + 2 = 1.14

Scene	Panel
106	2

cont

Dialog
STEVEN: (*STERN) FRYBO!

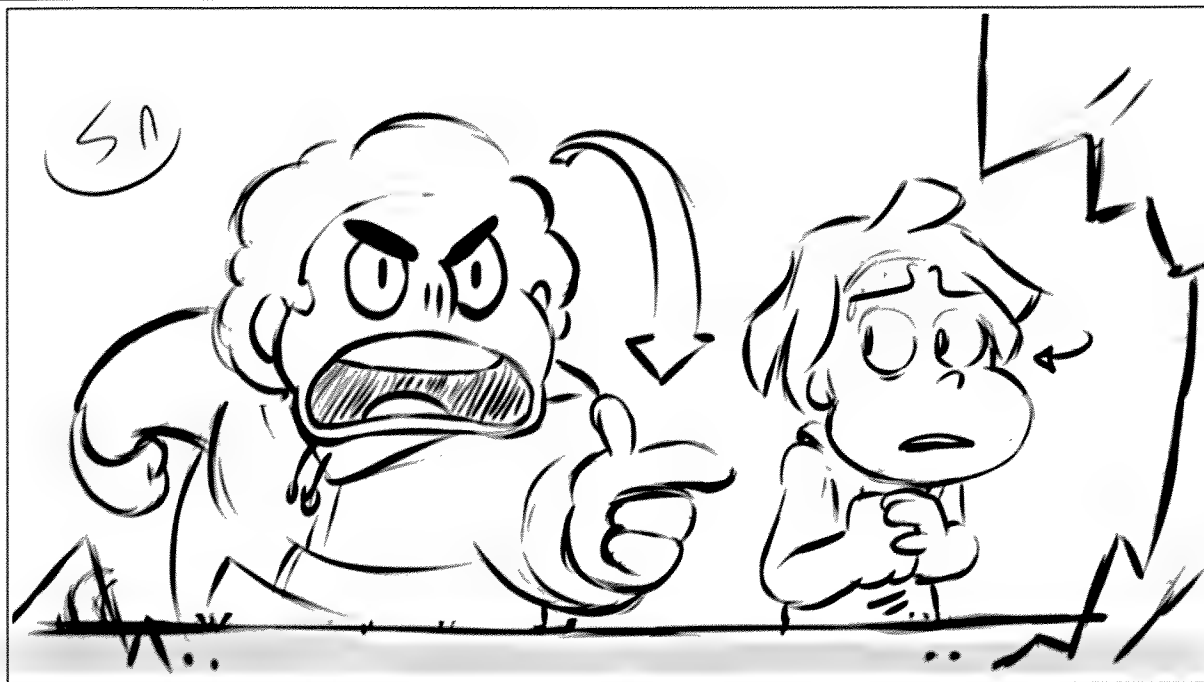
MAY 20 2013

1020.008

1020.008

1020.008

Scene	Panel	
106	CONST	3



Dialog
STEVEN: STOP!

Slugging
1.07

Scene	Panel	
107		1



Slugging
1.10

MAY 20 2013

Scene	Panel
107	CONT
	2



Slugging
1.12

Scene	Panel
107_A	
	1



Action Notes
CAMERA - JUMP CUT

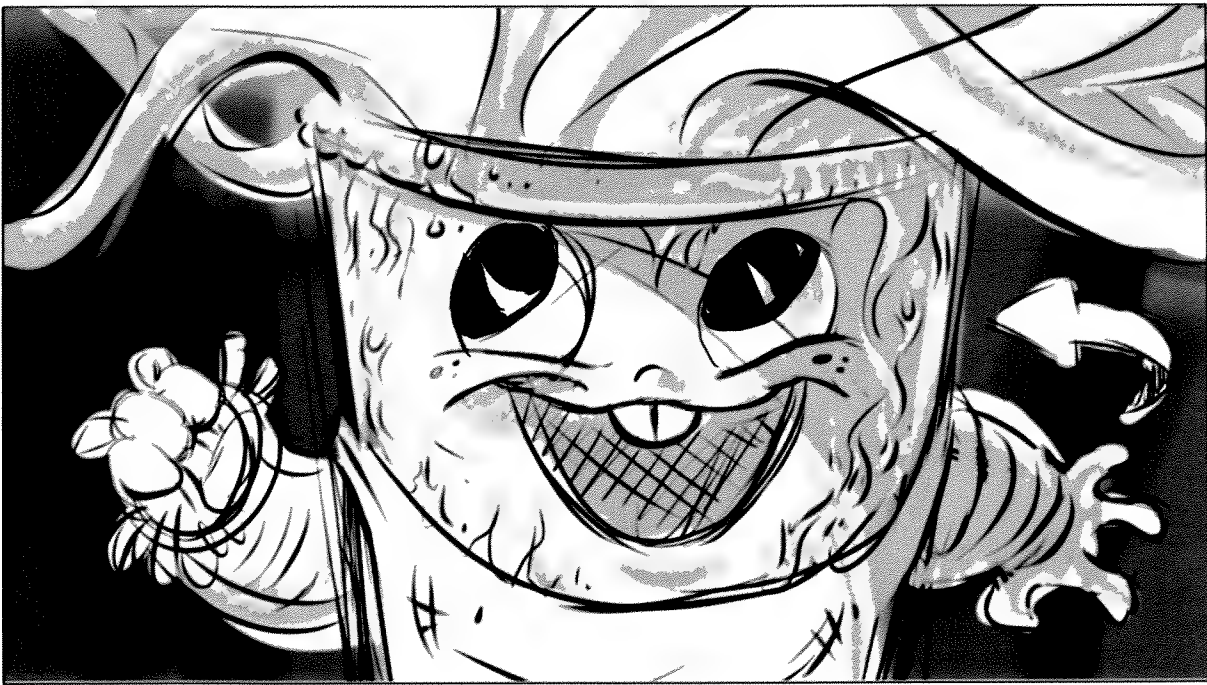
Slugging
Panels 1 + 2 = 1.13

MAY 20 2013

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1020-008

Scene	Panel
107_A	2



Scene	Panel
107_B	1



Action Notes
CAMERA - JUMP CUT

Slugging
2.01

MAY 20 2013

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Scene	Panel
108	1



Slugging
0.04

Scene	Panel
108	2



Slugging
1.09

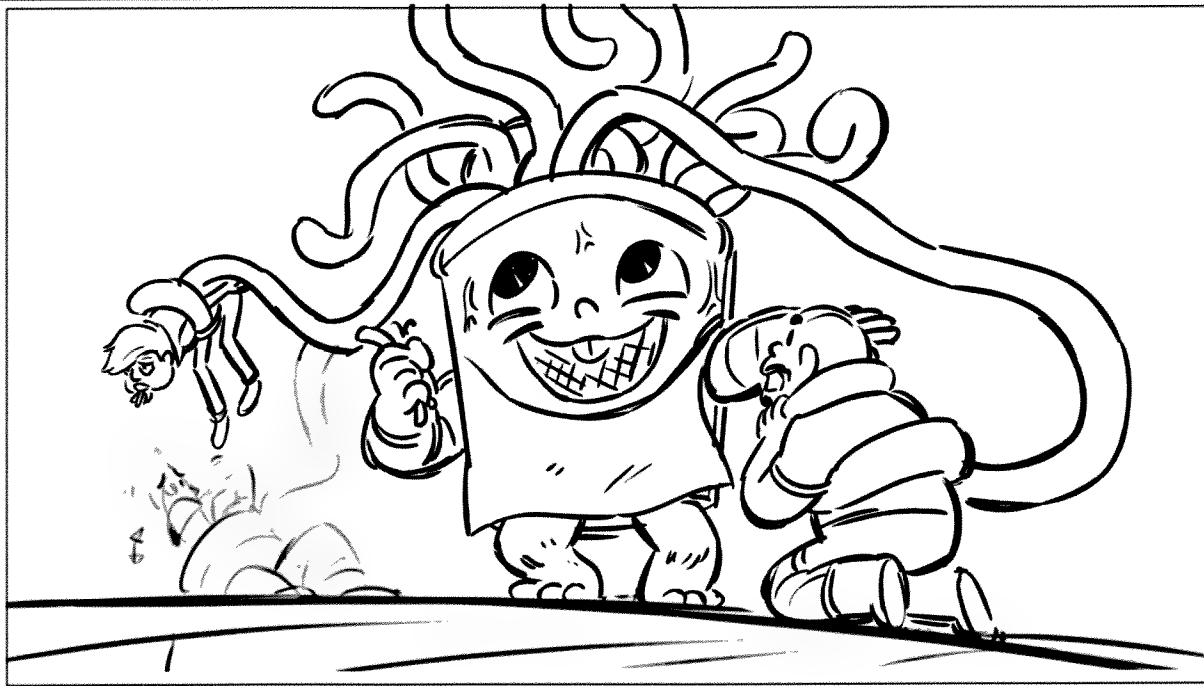
MAY 20 2013

1020-008

1020-008

1020-008

Scene	Panel
109	1



Slugging

Panels 1 + 2 = 0.10

Scene	Panel
109	2



Action Notes

FRYBO antic down, shoves MR. SMILEY out of the way.

MAY 20 2013

1020-008

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1020-008

Scene

Panel

109 *cont*

3



Action Notes

FRYBO antics back, about to fling LARS wrapped in tentacle.

MAY 20 2013

Slugging

ADJ: 0.04

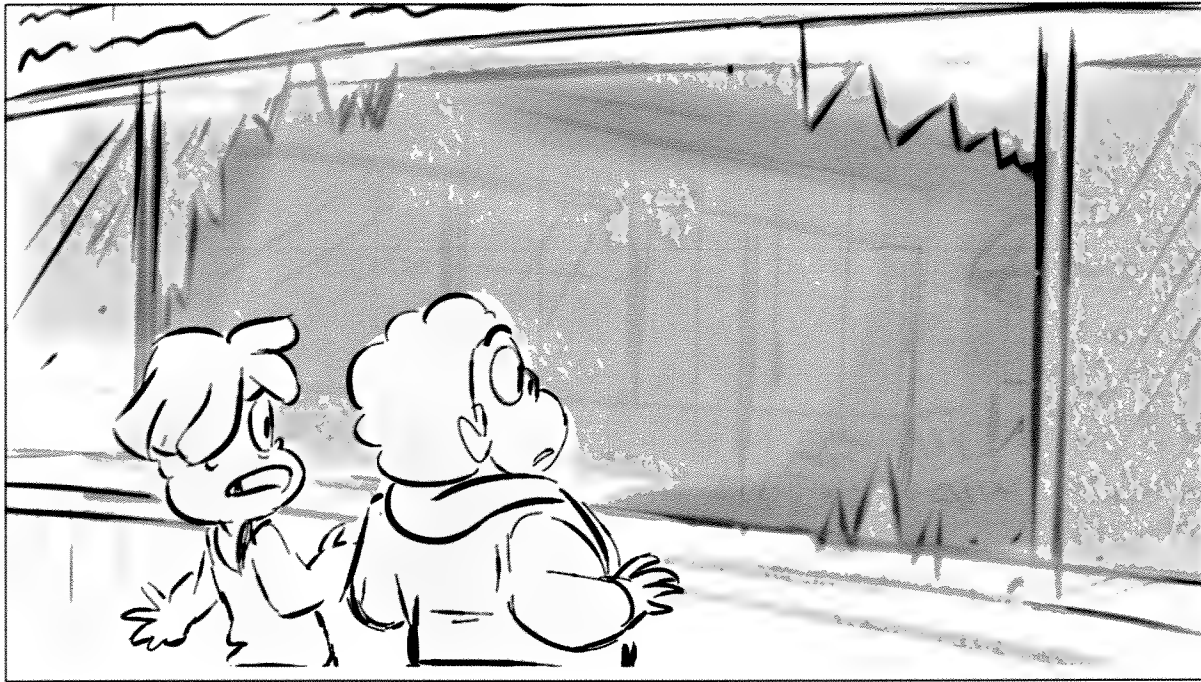
HOLD: 0.15

1020 . 008

1020 . 008

1020 . 008

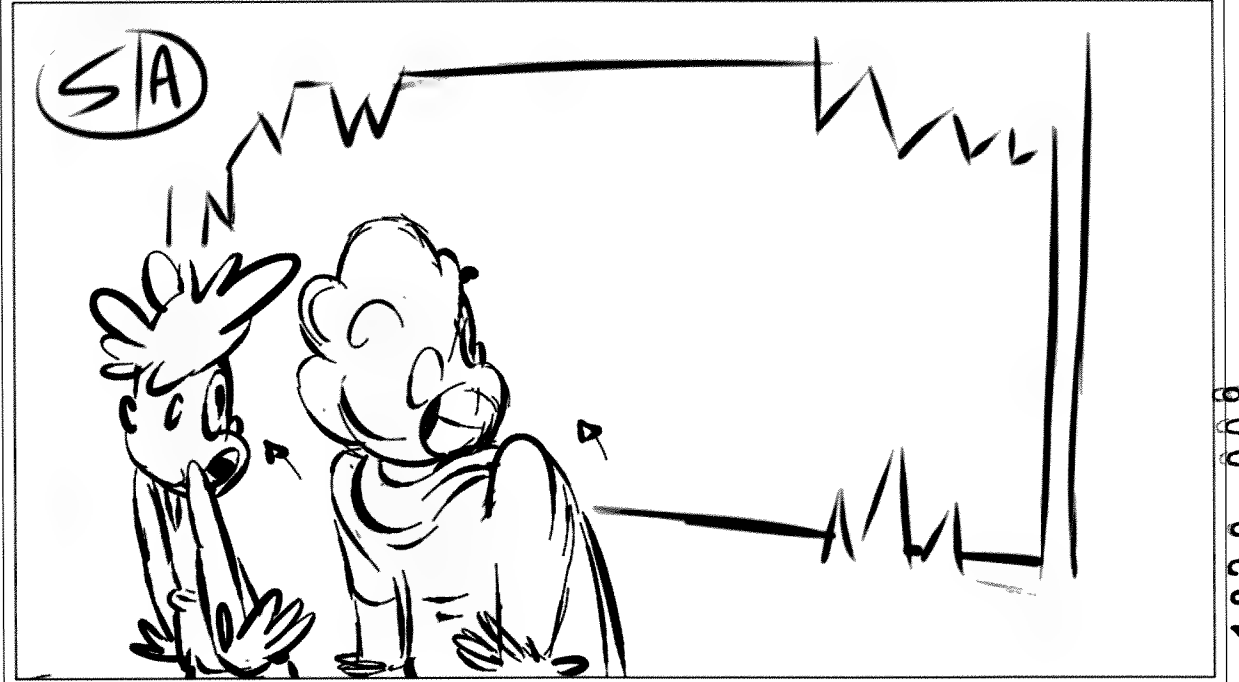
Scene	Panel
110	1



Slugging
0.04

Scene	Panel
110	2

cont



Slugging
0.11

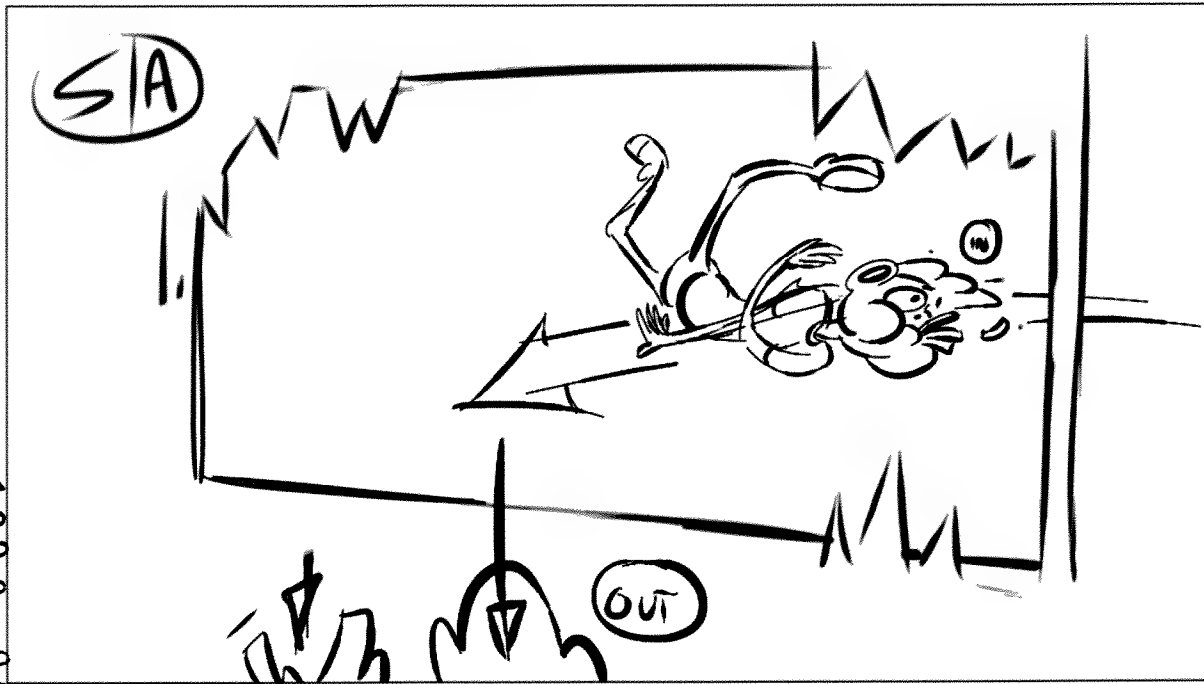
MAY 20 2013

1020-008

1020-008

1020-008

Scene	Panel
110	CONT 3



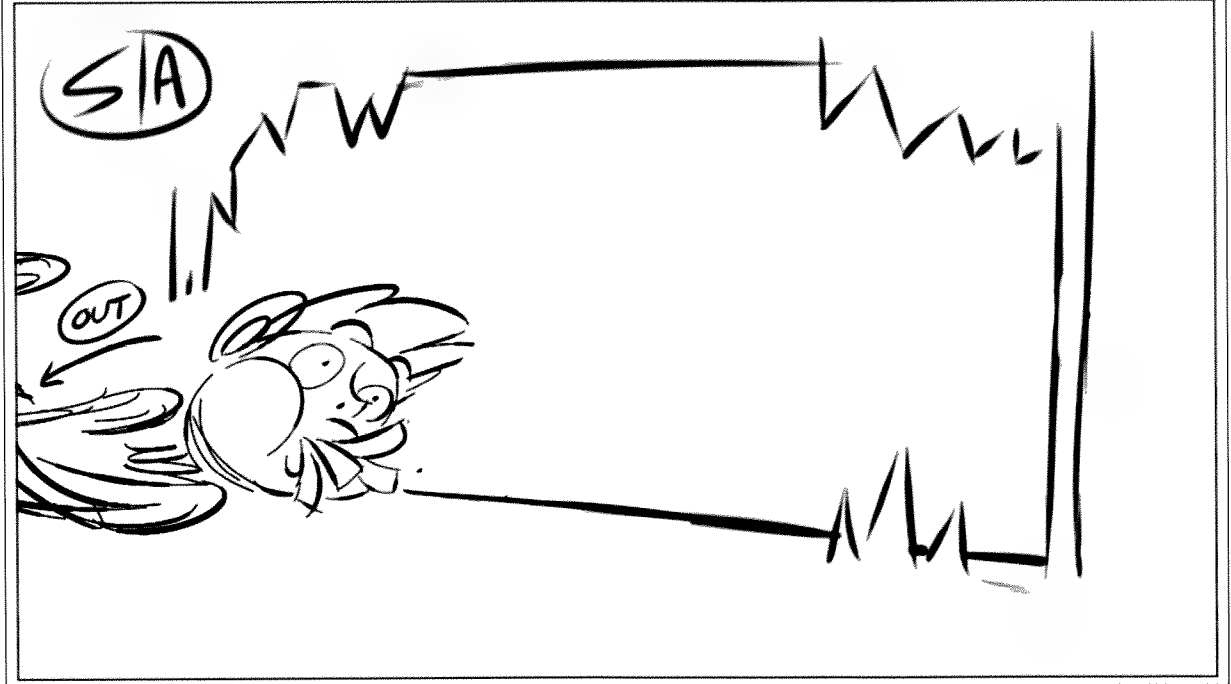
Action Notes

LARS flies limply through the window.

Slugging

Panels 3 + 4 = 0.14

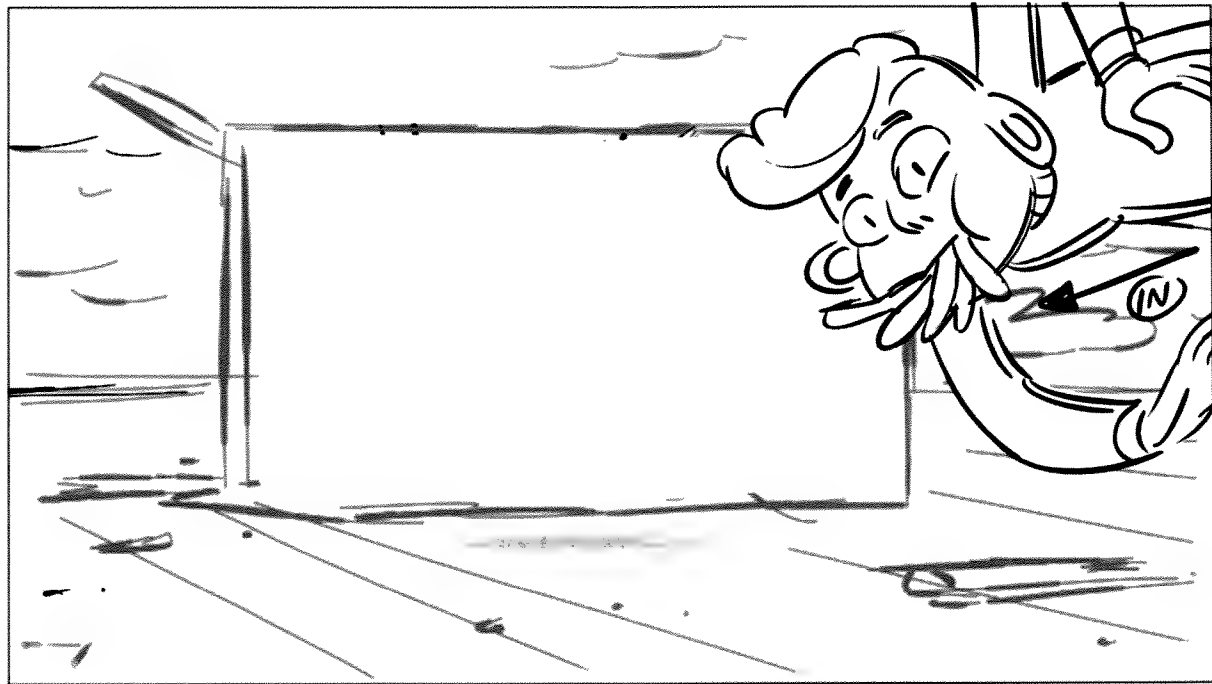
Scene	Panel
110	CONT 4



MAY 20 2013

1020-008

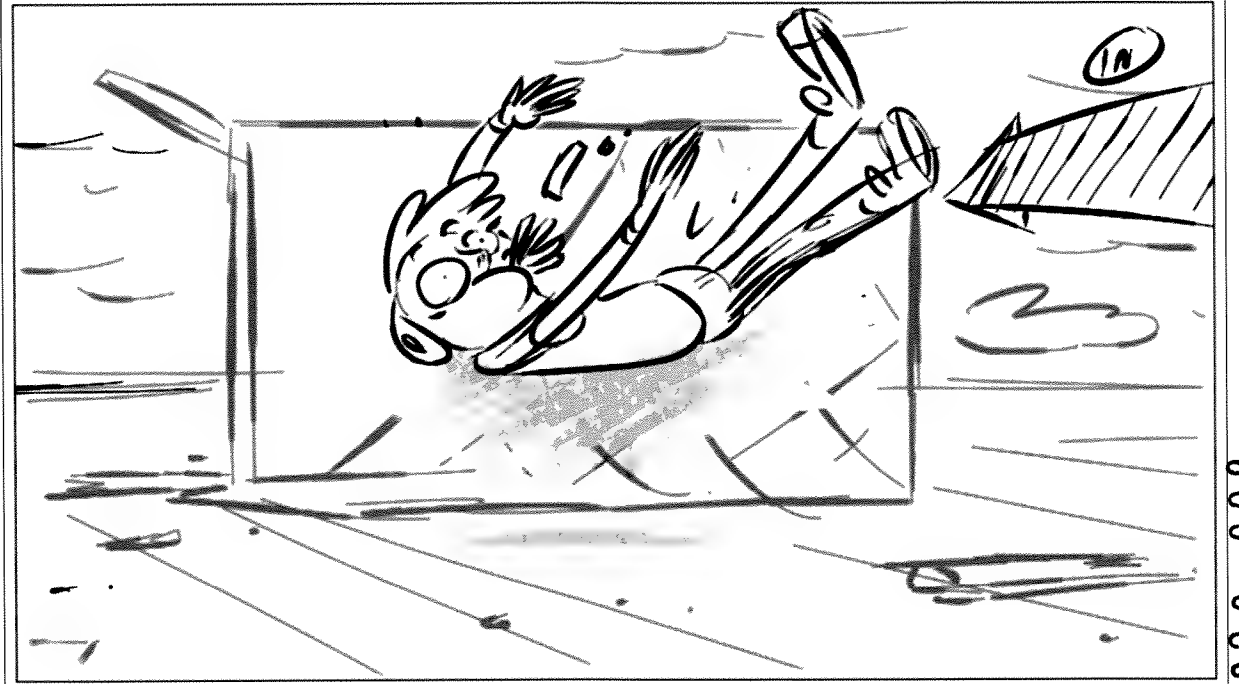
Scene	Panel
111	1



Slugging

Panels 1 + 2 = 0.10

Scene	Panel
111	2



MAY 20 2013

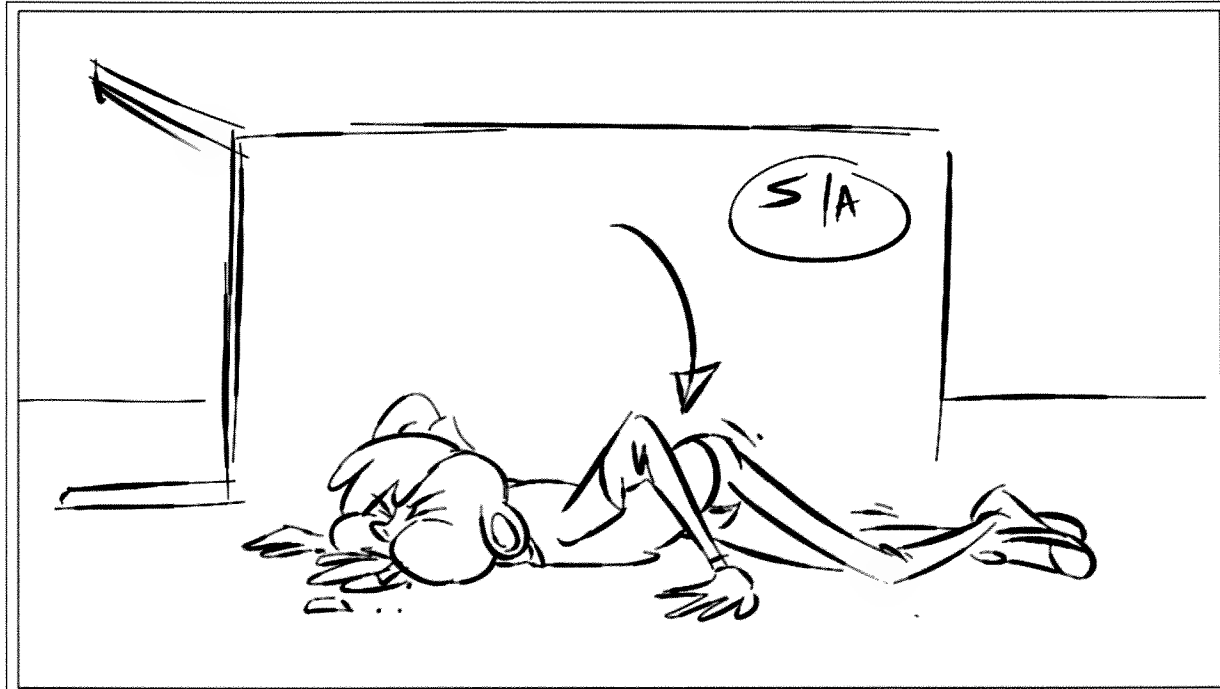
1020-008

1020-008

1020-008

1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
111	CONT
	3



Slugging
0.15

Scene	Panel
111	CONT
	4



Slugging
0.11

MAY 20 2013

1020-008

1020-008

1020-008

Scene	Panel
111	CONT 5
	
<p>Dialog</p> <p>LARS: <SPITTING OUT FRIES> BLAH! I DON'T EVEN...</p>	
<p>Slugging</p> <p>2.02</p>	

MAY 20 2013

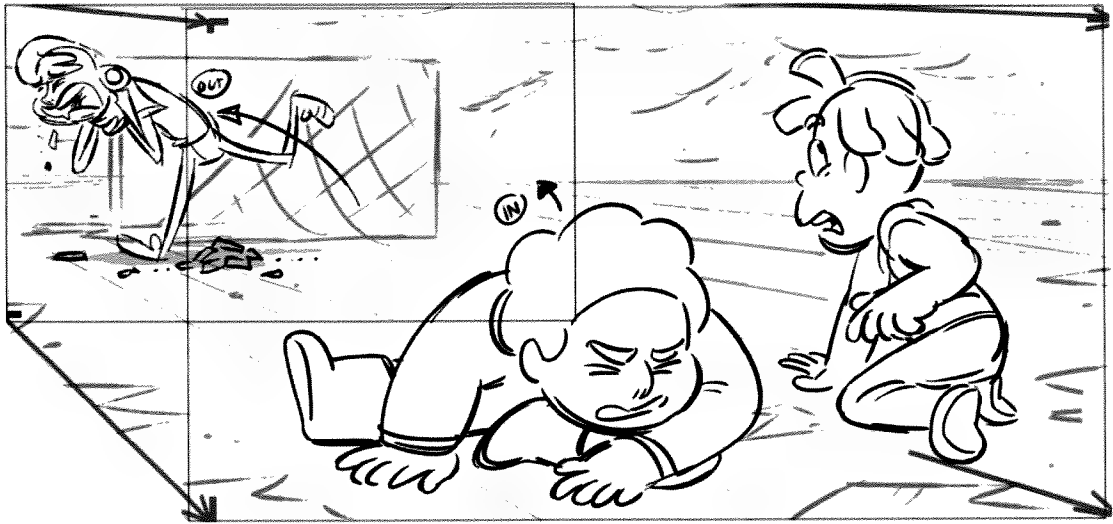
1020-008

1020-008

1020-008

Scene	Panel	
	111	6

cont



Dialog
LARS: ...LIKE FRIES!

Action Notes
STEVEN sits up. LARS runs out.
MAY 20 2013

Slugging
Panels 6 + 7 Total time: 3.12
HOLD the start of Panel 6 = 1.05
ADJ between 6 and 7 = 0.06
HOLD the end of Panel 7 = 2.01

1020-008

1020-008

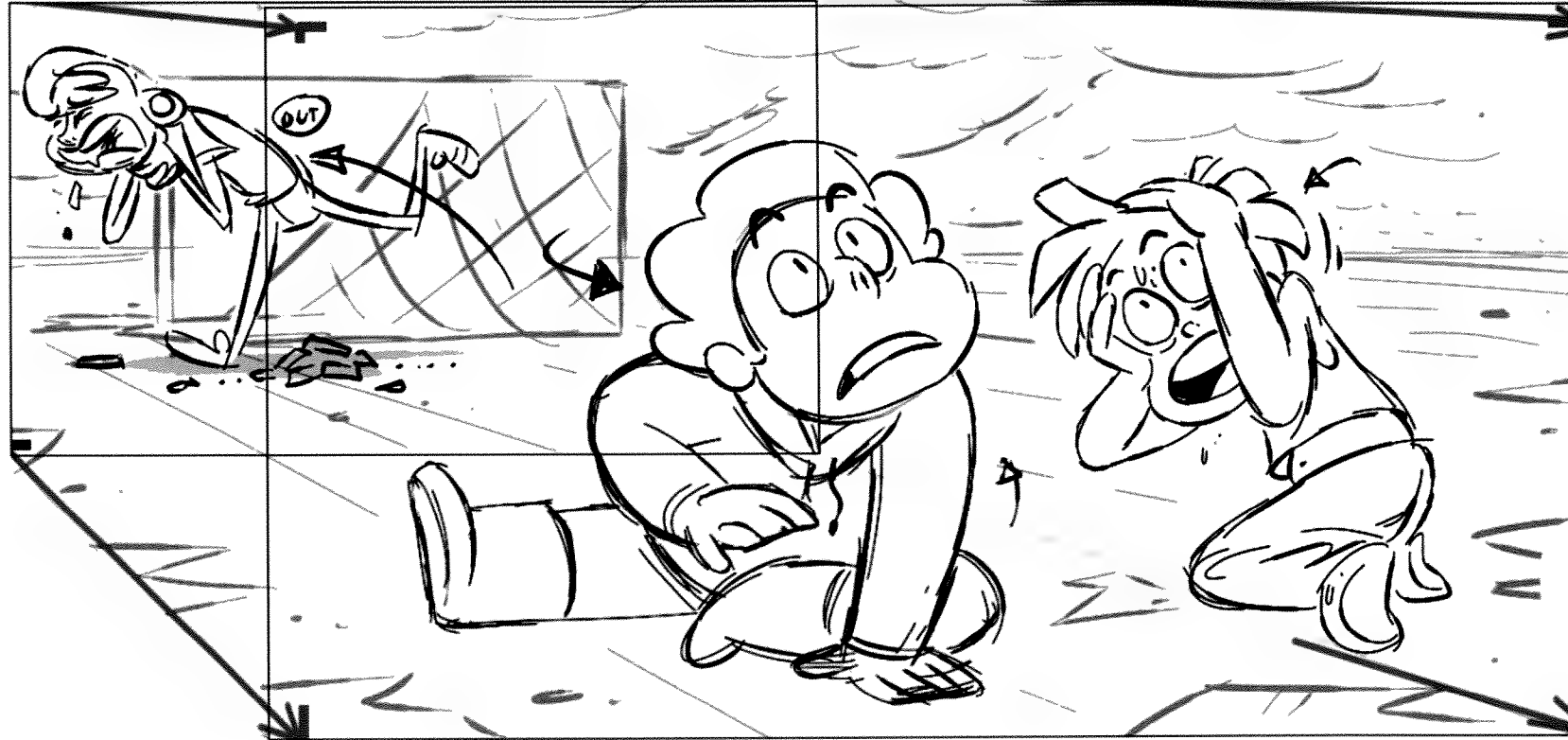
1020-008

Scene

Panel

111 *CONT*

7



Dialog

PEE DEE: WHY ISN'T HE LISTENING!?

MAY 20 2015

1020-008

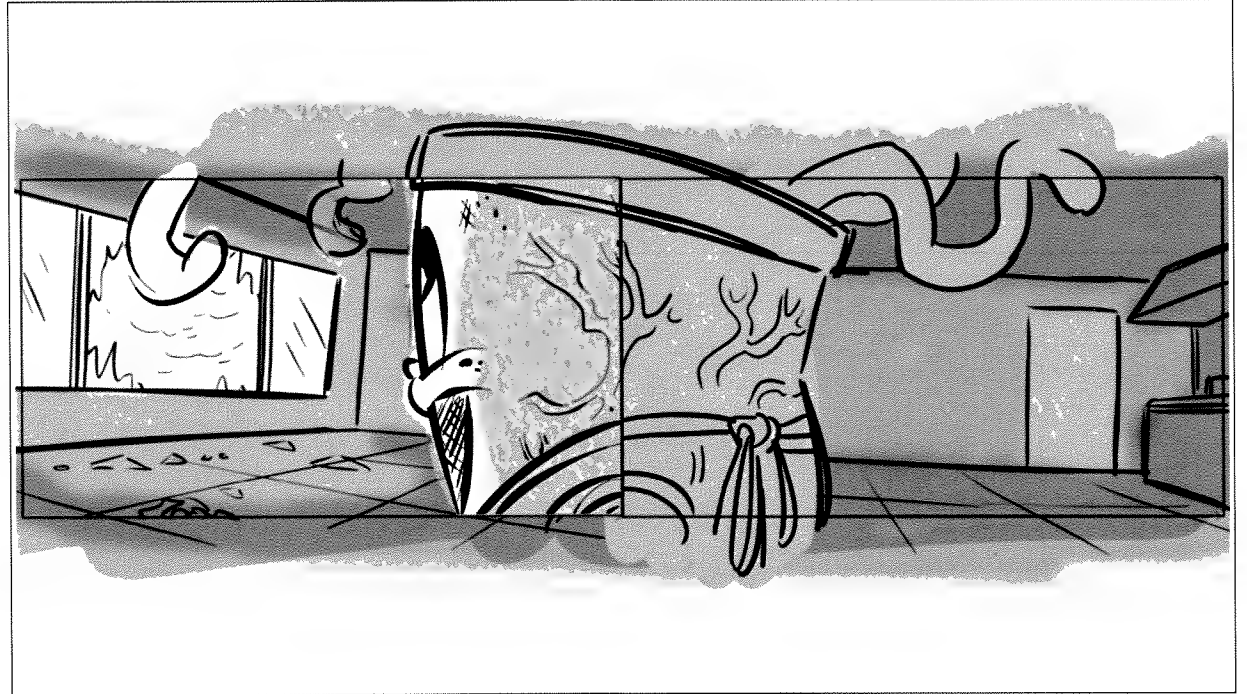
Scene	Panel	
111	CONT	8



Dialog
STEVEN: I DON'T KNOW!

Slugging
1.15

Scene	Panel	
112		1

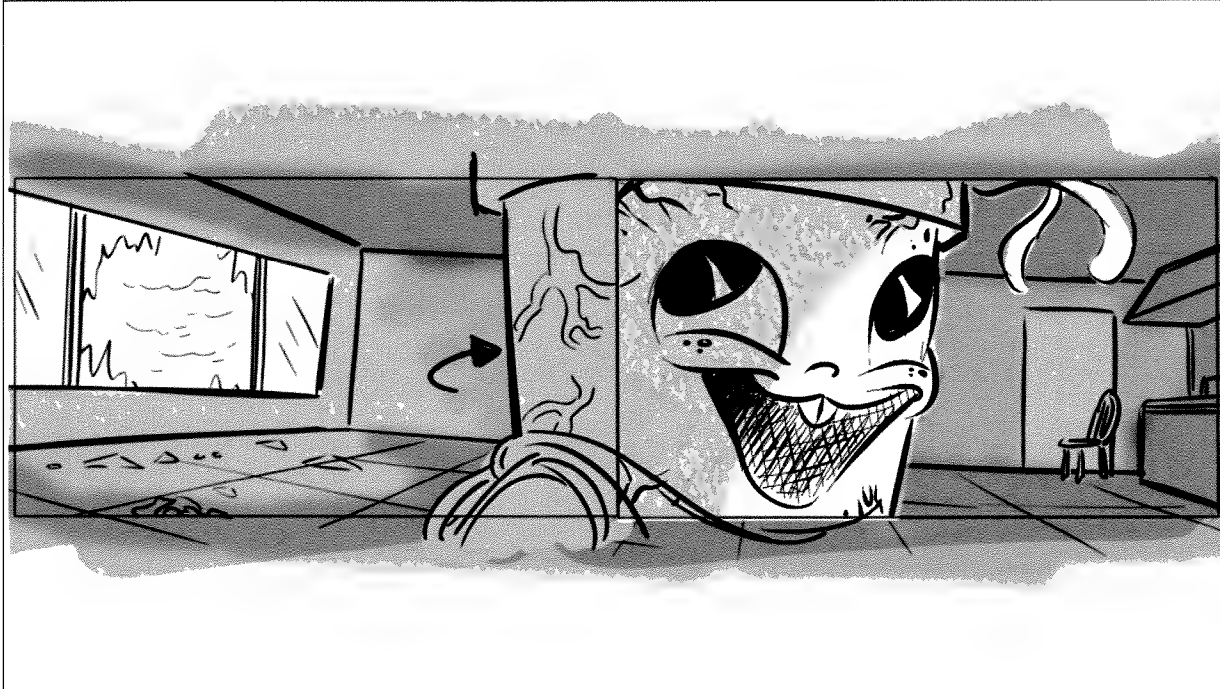


Dialog
FRYMAN (Off-Screen): PEE DEE!

MAY 20 2013

Slugging
Panels 1 +2 = ADJ 2.08

Scene	Panel
112	CONT
	2

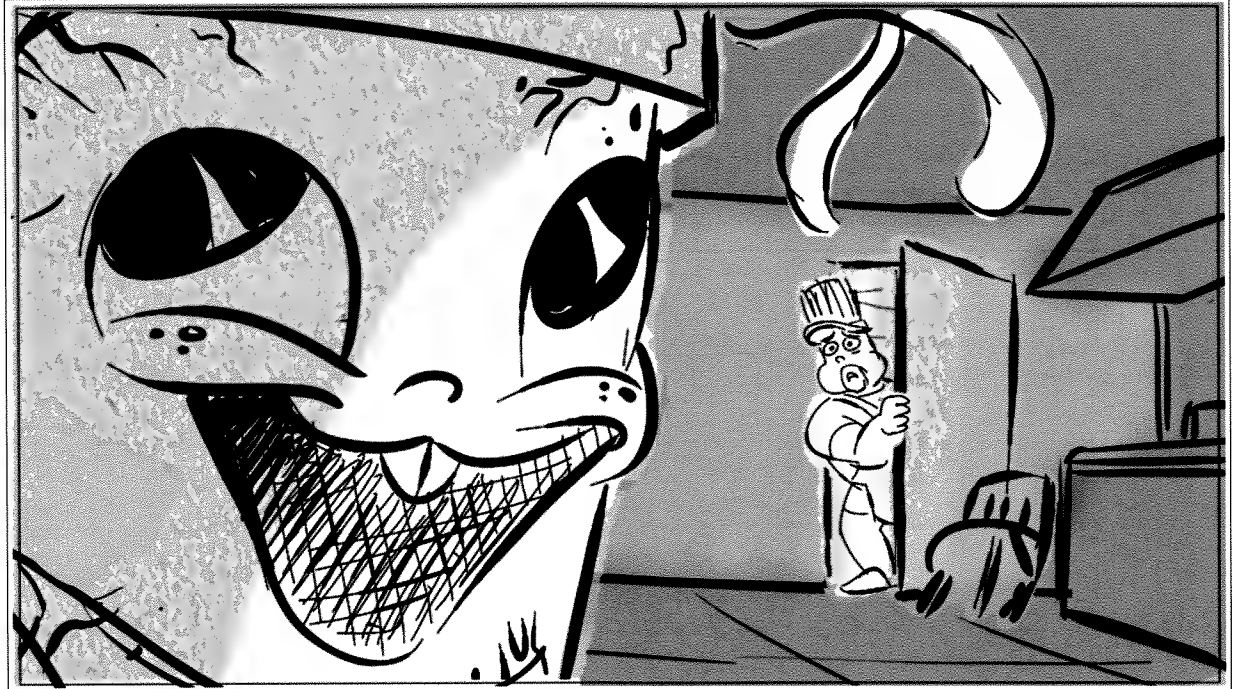


Dialog
FRYMAN (Off-Screen): PEE DEE!

Action Notes
CAMERA PAN RIGHT

FRYBO turns with CAMERA MOVE.

Scene	Panel
112	CONT
	3



Action Notes
FRYMAN opens door in BG.

MAY 20 2013

Slugging
1.14

Scene	Panel
113	1



Slugging
Panels 1 + 2 = 0.15

Scene	Panel
113	2



Dialog
FRYMAN: WHERE'S ALL THIS -

MAY 20 2013

Scene

113

Panel

3

cont



Dialog

FRYMAN: COMING FROM!?

Slugging

Panels 3 + 4 = 1.11

Scene

113

Panel

4

cont



Dialog

FRYMAN: COMING FROM!?

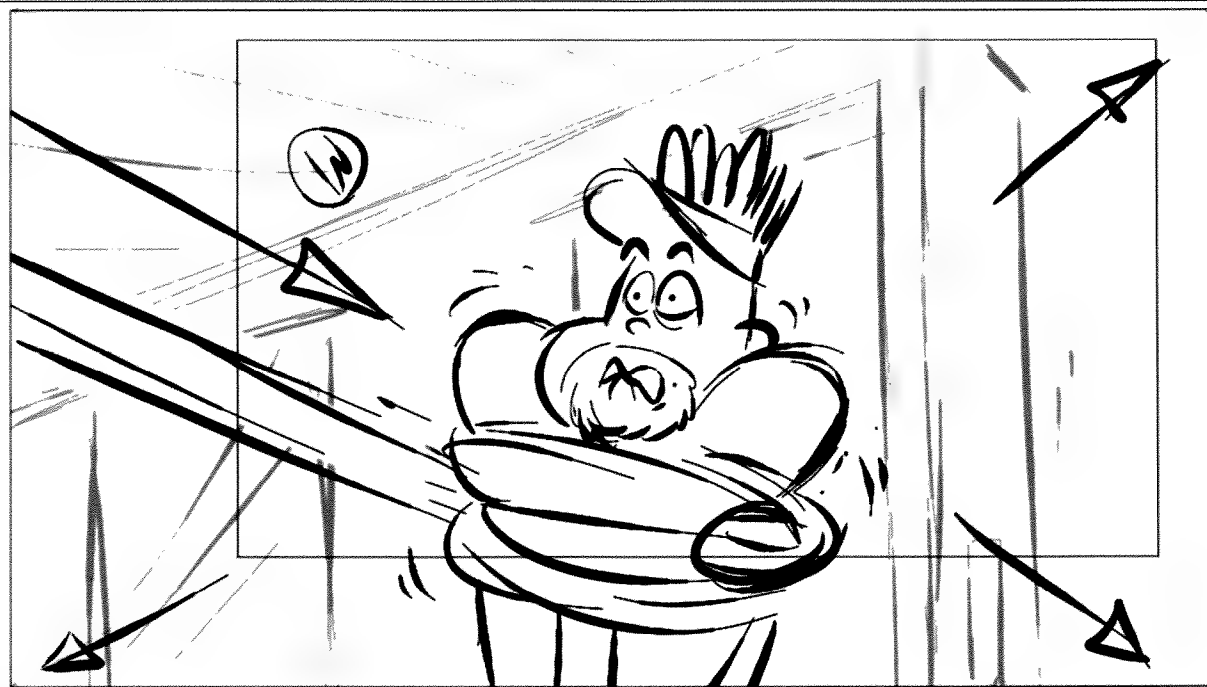
Action Notes

FRYBO TENTACLE wraps around FRYMAN.

MAI 2 Q 2UL3

Scene	Panel
113	const

5



Action Notes

TRUCK OUT with TENTACLE grab.

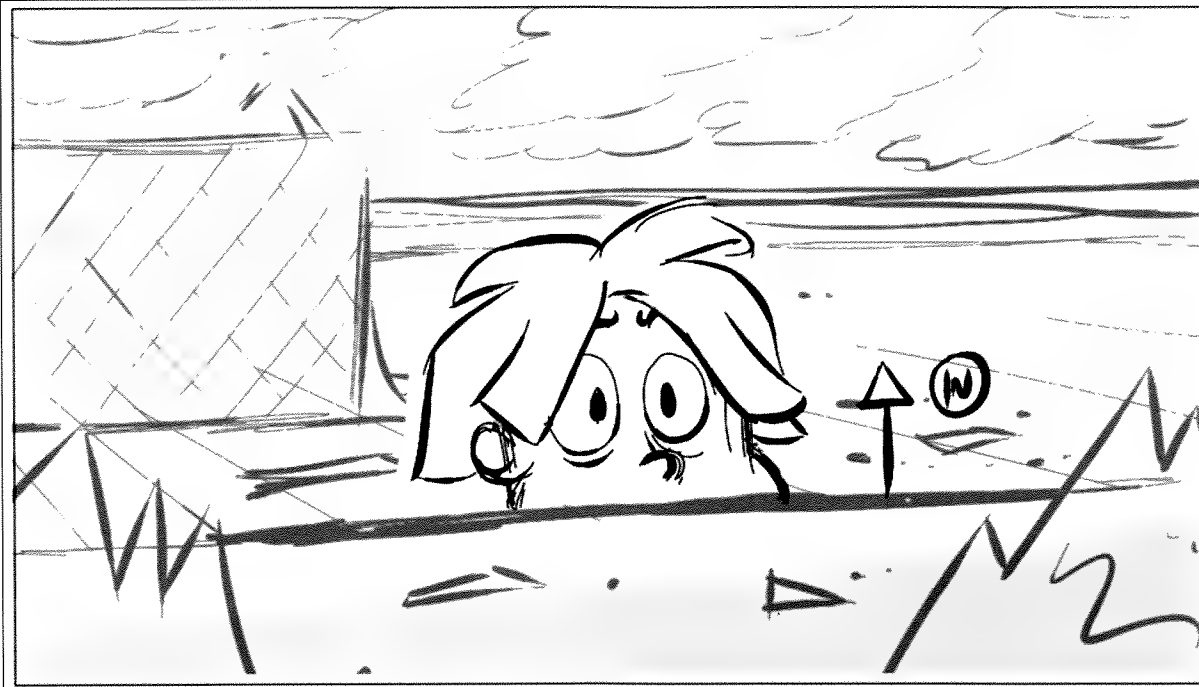
Slugging

ADJ: 0.04

HOLD: 1.03

Scene	Panel
114	

1



Slugging

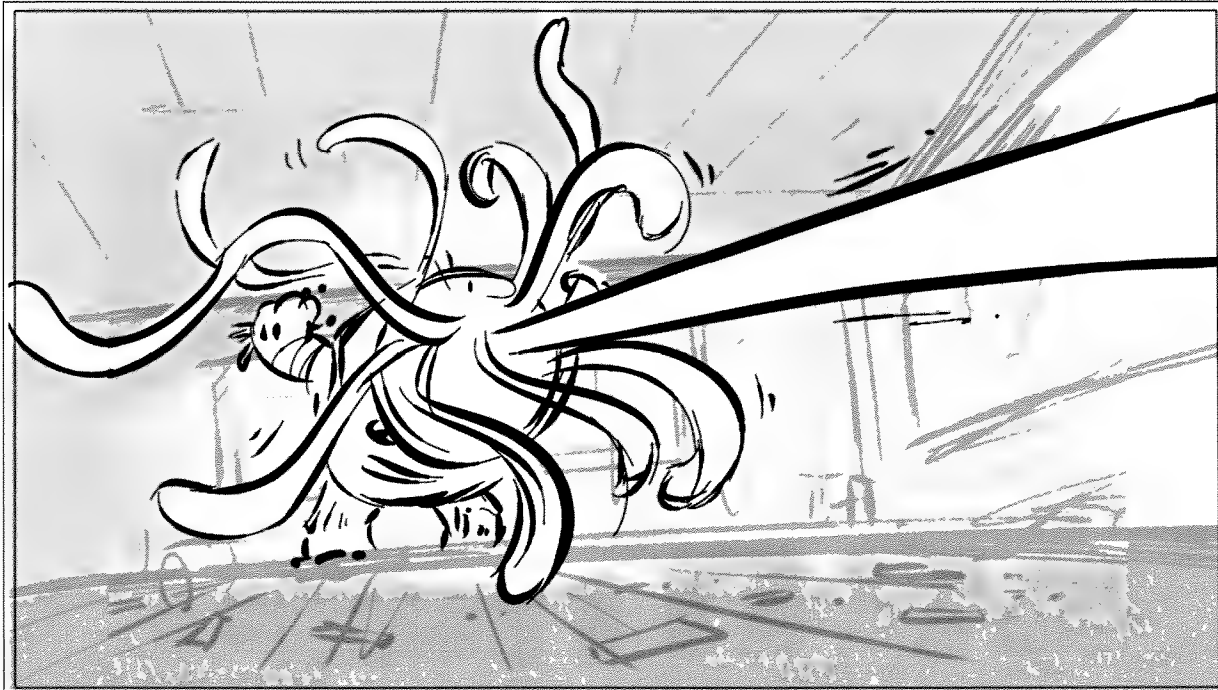
1.10

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Scene	Panel
115	1



Dialog
FRYMAN: I'M...

Slugging
1.09

Scene	Panel
115	2



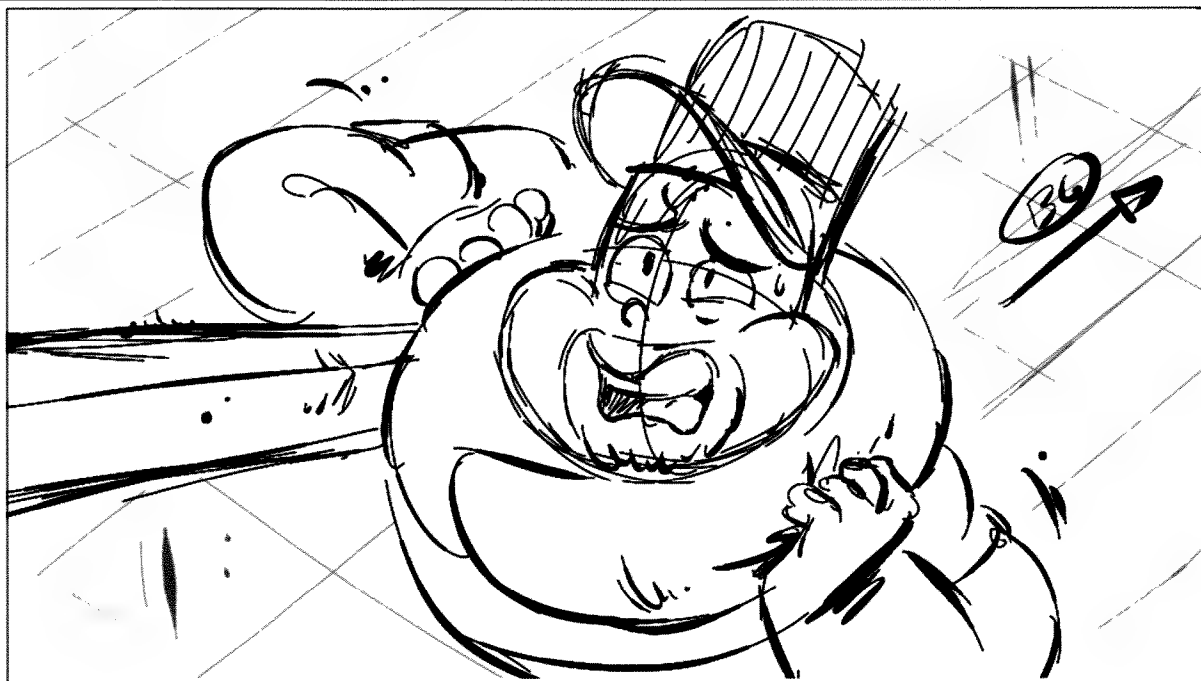
Dialog
FRYMAN: ...SORRY

Action Notes
FRYBO drags FRYMAN in.

MAY 20 2013

Slugging
1.14

Scene	Panel
116	1



Dialog
FRYMAN: I PUSHED YOU TOO HARD!!

Slugging
2.03

Scene	Panel
116	2

cont



Dialog
FRYMAN: I ONLY WANTED YOU TO BE AS GOOD A FRYMAN AS YOU COULD BE!

Slugging
4.09

MAY 20 2013

Scene	Panel
117	1



Dialog
FRYMAN (Off-Screen): YOU'RE A TOUGH KID FOR PUTTING UP WITH IT...

Slugging
3.06

Scene	Panel
117	2



Dialog
FRYMAN (Off-Screen): ...AS LONG AS YOU DID!!

Slugging
1.15
MAY 20 2015

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1020-008

Scene	Panel
118	1



Dialog
FRYMAN: THE TRUTH IS...

Slugging
Panels 1 + 2 = 3.02

Scene	Panel
118	2



Dialog
FRYMAN: THE TRUTH IS...

MAY 20 2013

Scene	Panel
118	3

CONT



Dialog
FRYMAN: YOU'RE A VALUED MEMBER OF FRYMAN BROS. INCORPORATED AND ALL OF ITS AFFILIATES!!

Slugging
7.01

Scene	Panel
119	1



Slugging
0.09

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Scene	Panel
119	<i>cont</i> 2



Slugging
1.10

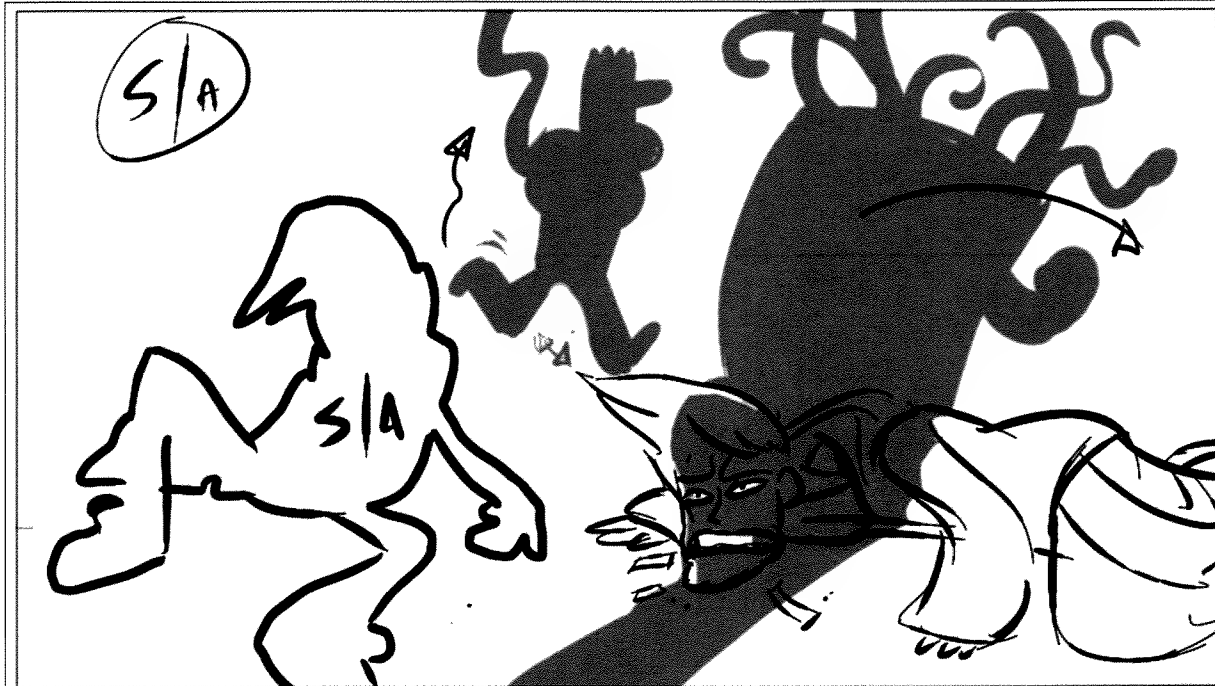
Scene	Panel
120	1



Slugging
0.13

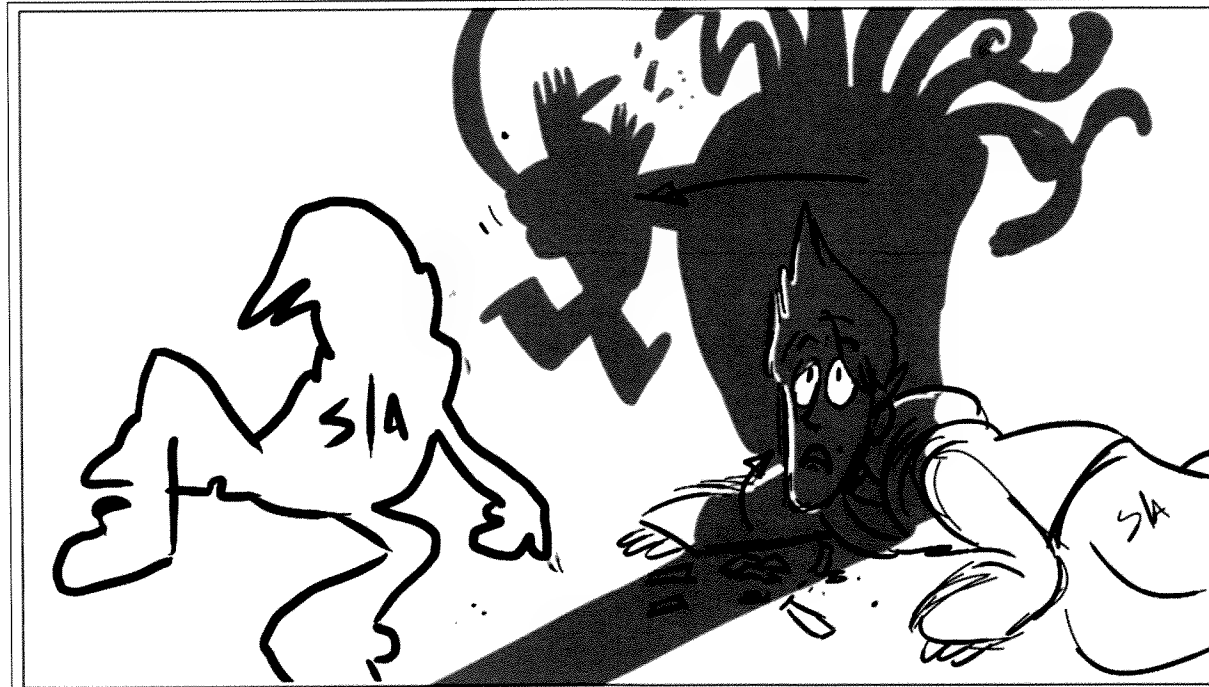
MAY 20 2013

Scene	Panel
120	CONT
	2



Slugging
2.09

Scene	Panel
120	CONT
	3



Dialog
FRYMAN: <BEING FORCEFED FRIES> MMPH!

Action Notes
FRYBO shoves fries into FRYMAN's mouth in silouhette.

MAY 20 2015

Slugging
2.03

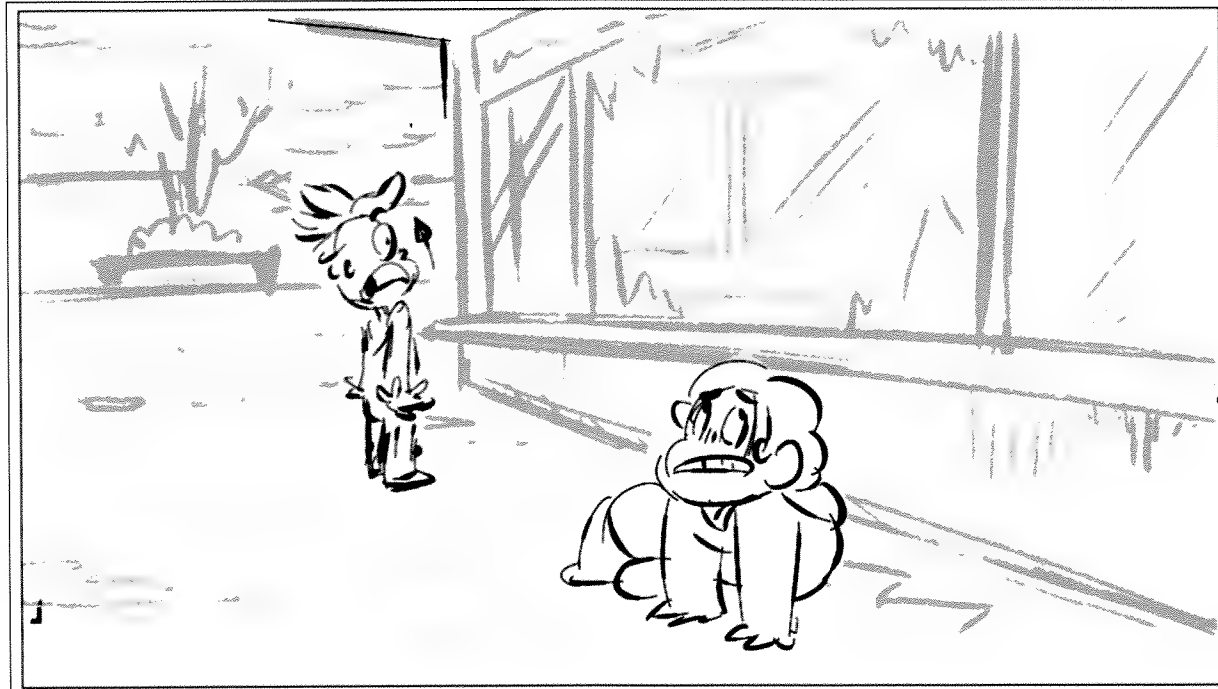
1020-008

Scene	Panel
121	1



Slugging
Panels 1 + 2 = 0.15

Scene	Panel
121	2 <i>cont</i>



MAY 20 2013

1020-008

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1020-008

Scene

121

Panel

3



Dialog

PEE DEE: (*CRIES) DA-HA-HAD!!!

Slugging

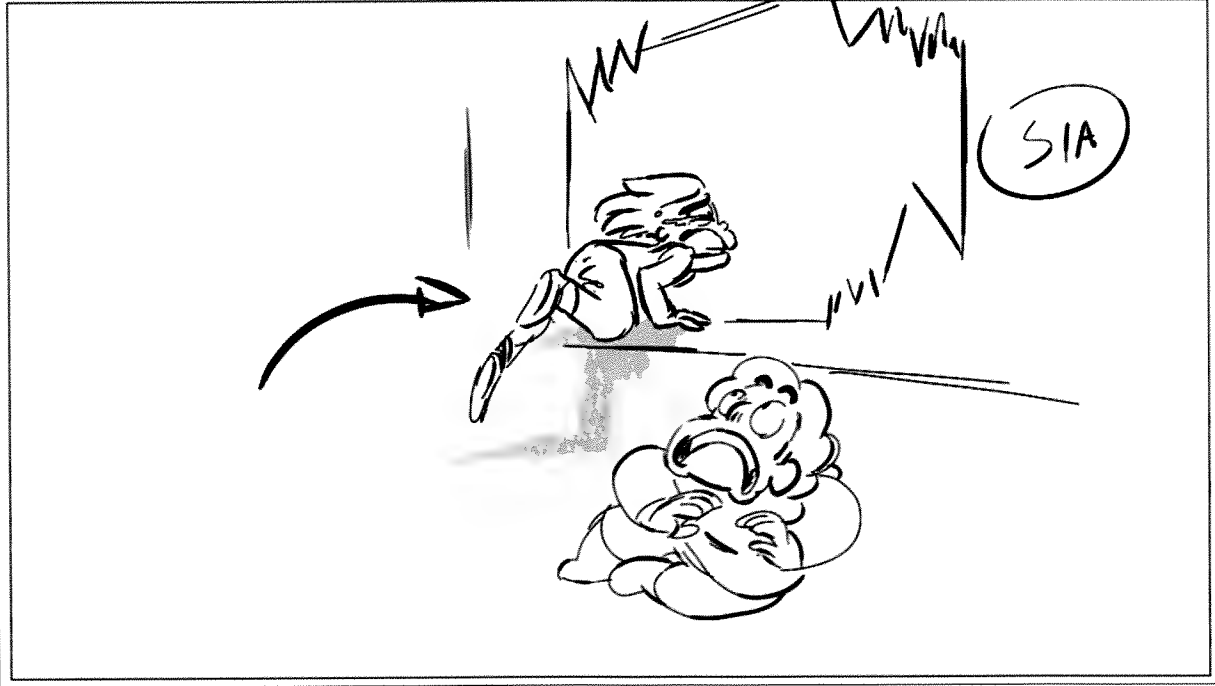
2.10

Scene

121

Panel

4



Slugging

0.09

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Scene	Panel
121	5

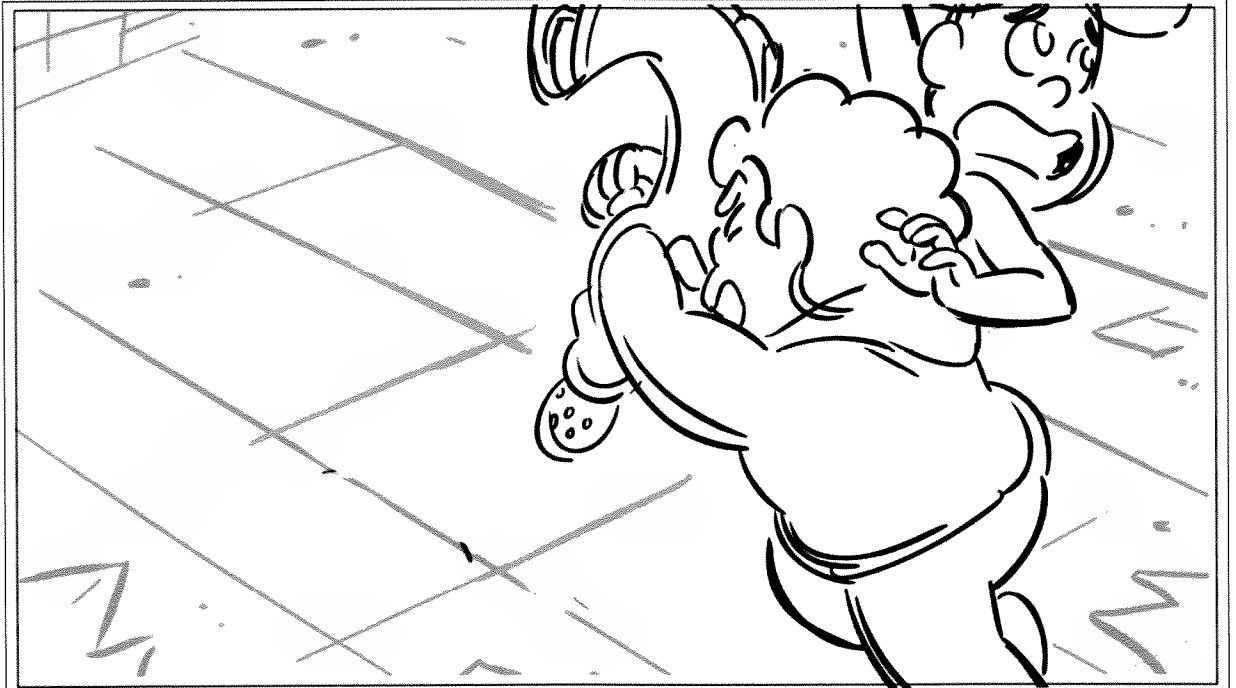


Dialog
STEVEN: NO!

Action Notes
STEVEN leaps, grabs PEEDEE by the leg, pulling him downward.

Slugging
0.11

Scene	Panel
122	1



Slugging
Panels 1 to 3 = 1.05

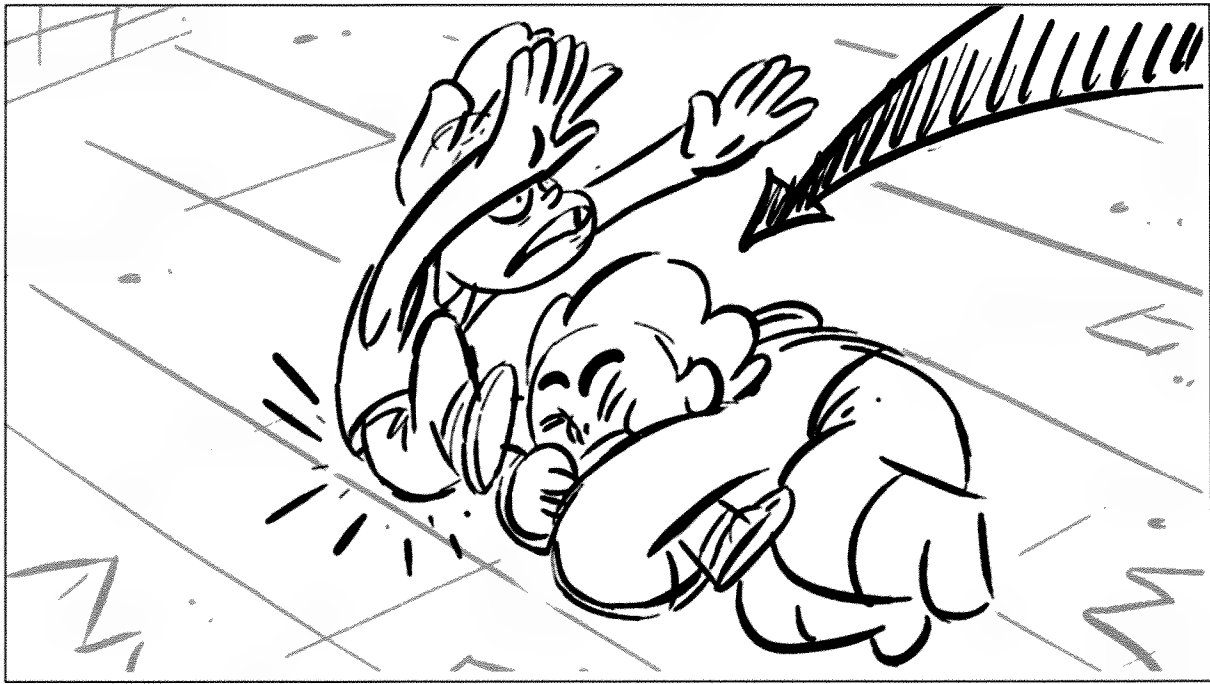
MAY 20 2013

1020-008

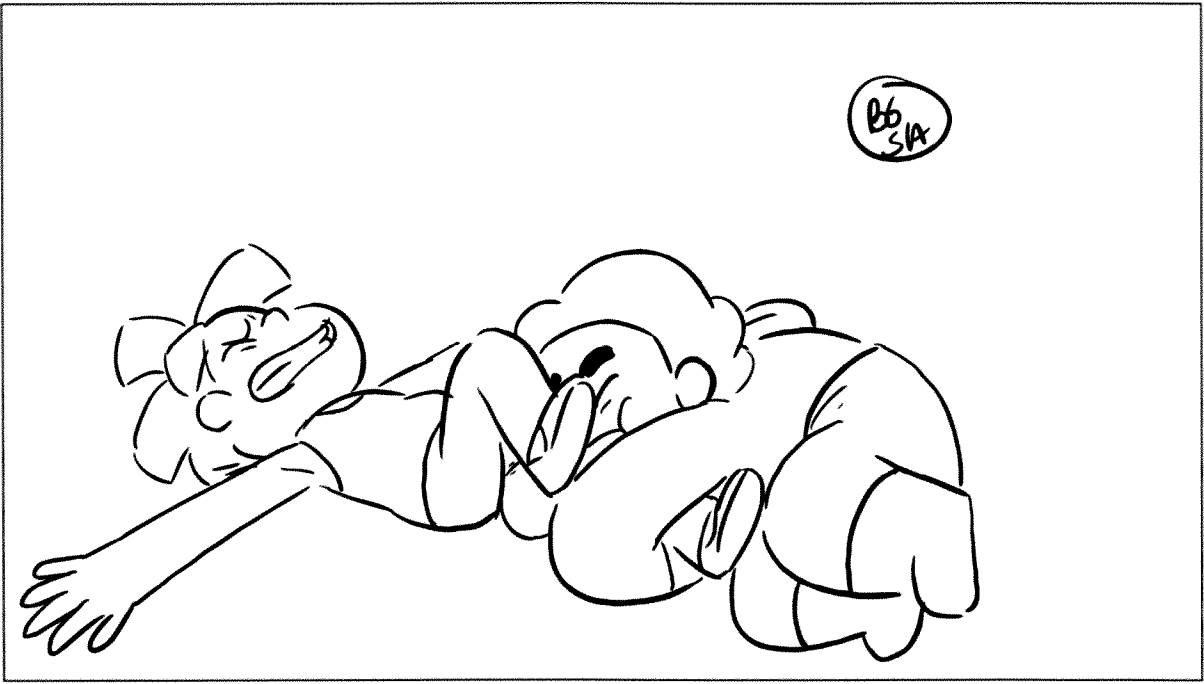
1020-008

1020-008

Scene	Panel
122	CONT 2



Scene	Panel
122	CONT 3



Action Notes
PEEDEE hits the ground.

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1020-008

1020-008

Scene	Panel
122	<i>CONT</i>

4

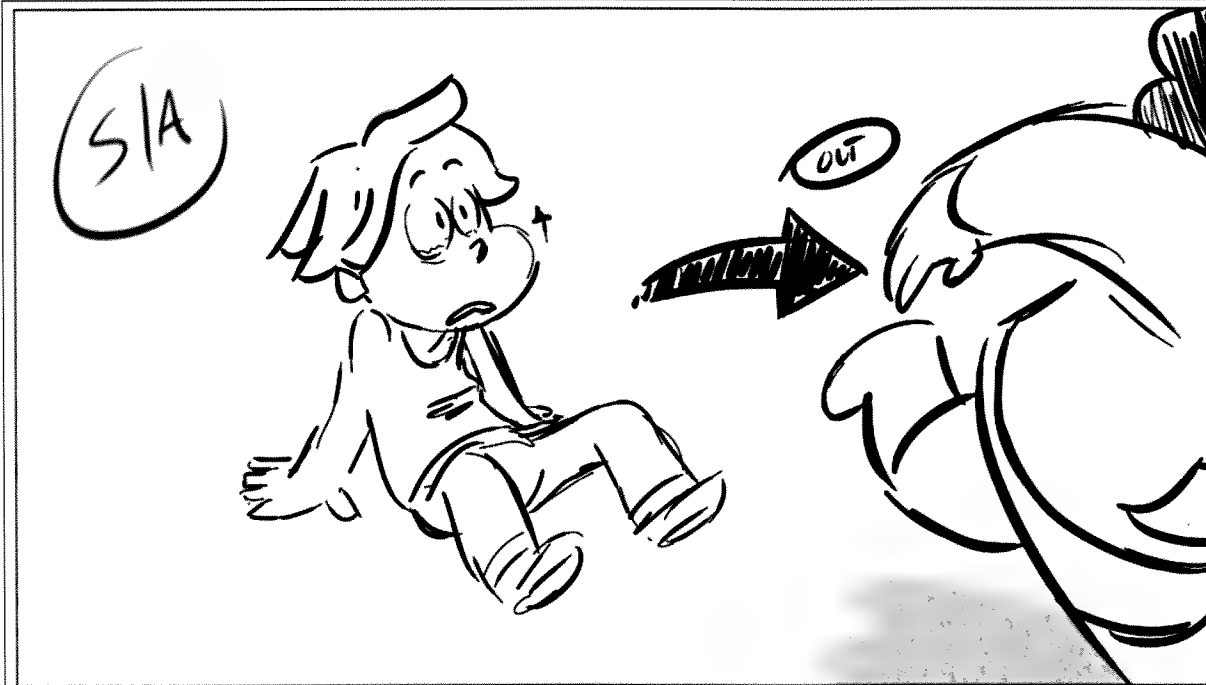


Dialog
STEVEN: HE'LL MASH YOUR POTATOES!

Slugging
3.01

Scene	Panel
122	<i>CONT</i>

5



Slugging
0.14

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1020.008

Scene	Panel
122	6

CONT



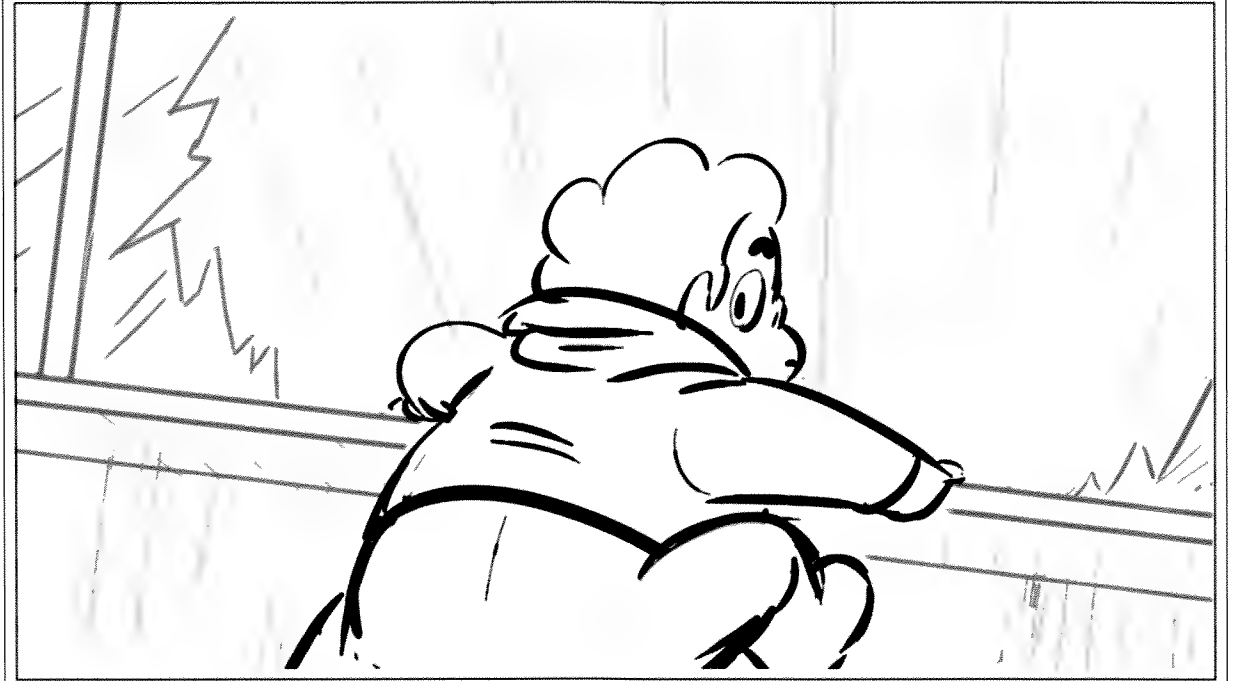
Dialog

PEE DEE: WHAT ARE YOU GONNA DO!?

Slugging

2.03

Scene	Panel
123	1



Slugging

1.05

(1A) STEVEN'S
EYE
FWD

MAY 20 2013

Scene	Panel
123	2



Dialog
STEVEN: MY JOB!

Slugging
3.00

Scene	Panel
123	3



Slugging
1.00

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1020-008

Scene	Panel
124	1



Slugging
0.04

Scene	Panel
124	2



Slugging
0.09

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1020-008

Scene	Panel
125	1



Action Notes

SHADOW grows over PEEDEE and STEVEN.

Slugging

Panels 1 + 2 = 1.09

Scene	Panel
125	2

CONT



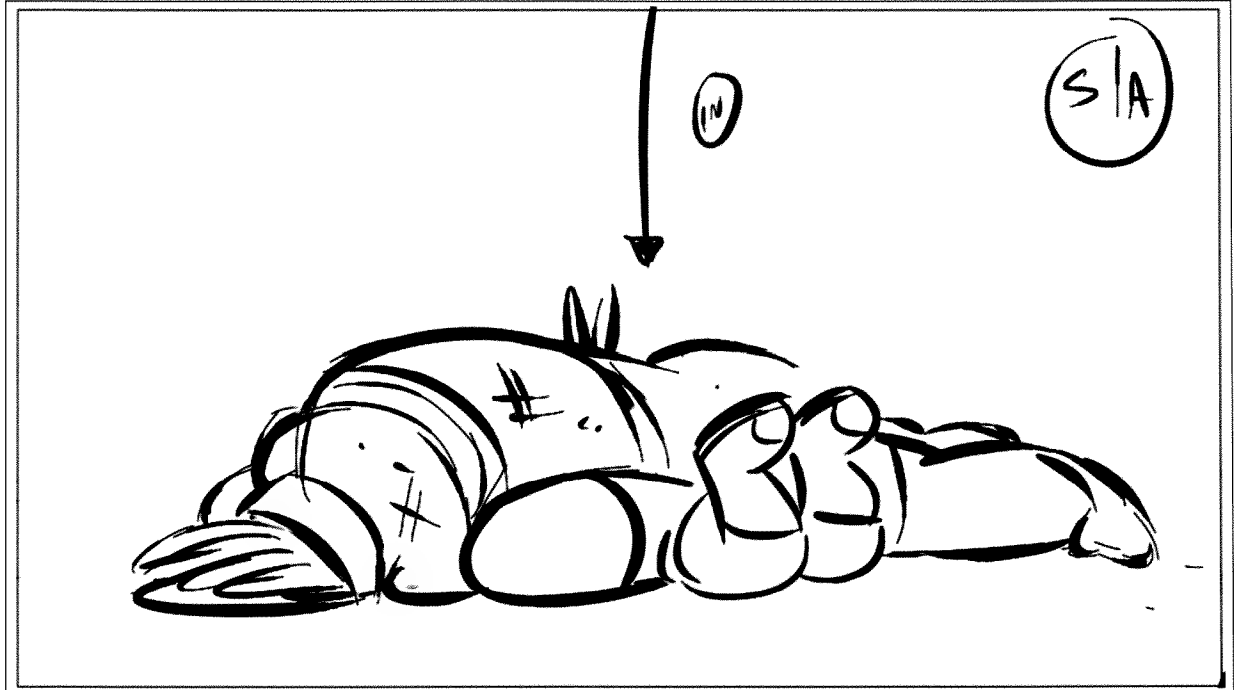
MAY 20 2013

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1020-008

1020-008

Scene	Panel
125	3



Action Notes
FRYMAN lands on top of STEVEN and PEEDEE.

Slugging
1.13

Scene	Panel
126	1



Slugging
1.10

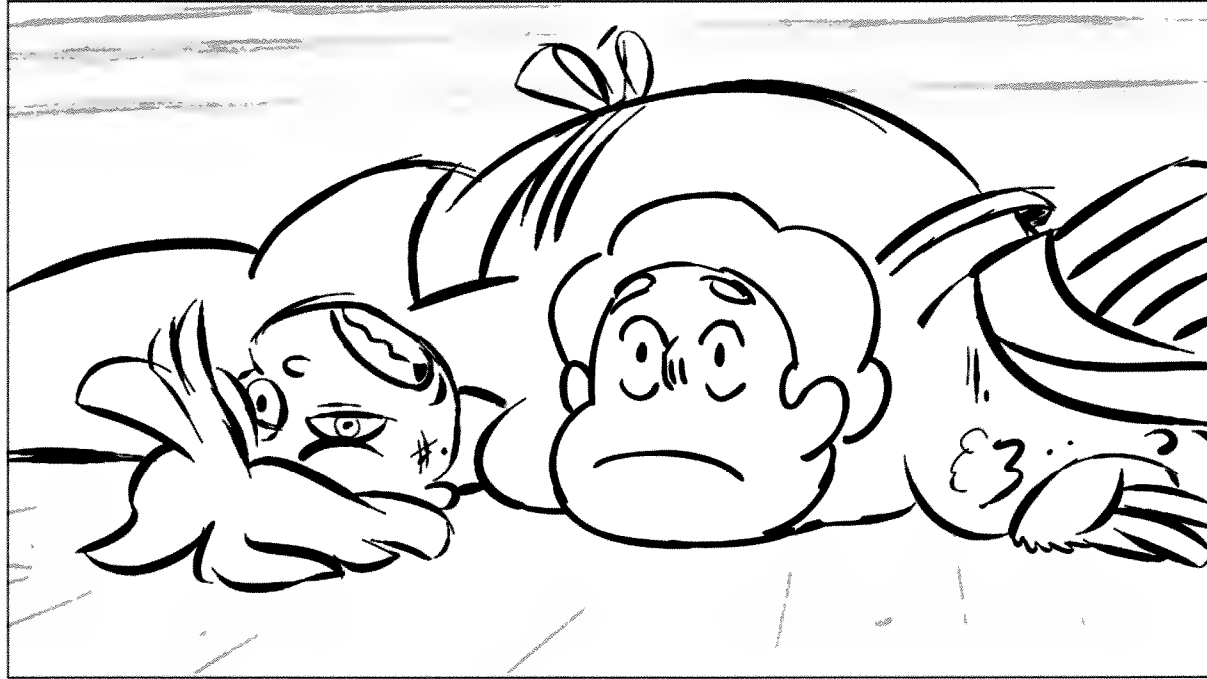
MAY 20 2013

1020.008

1020.008

Scene	Panel
126	<i>CONT</i>

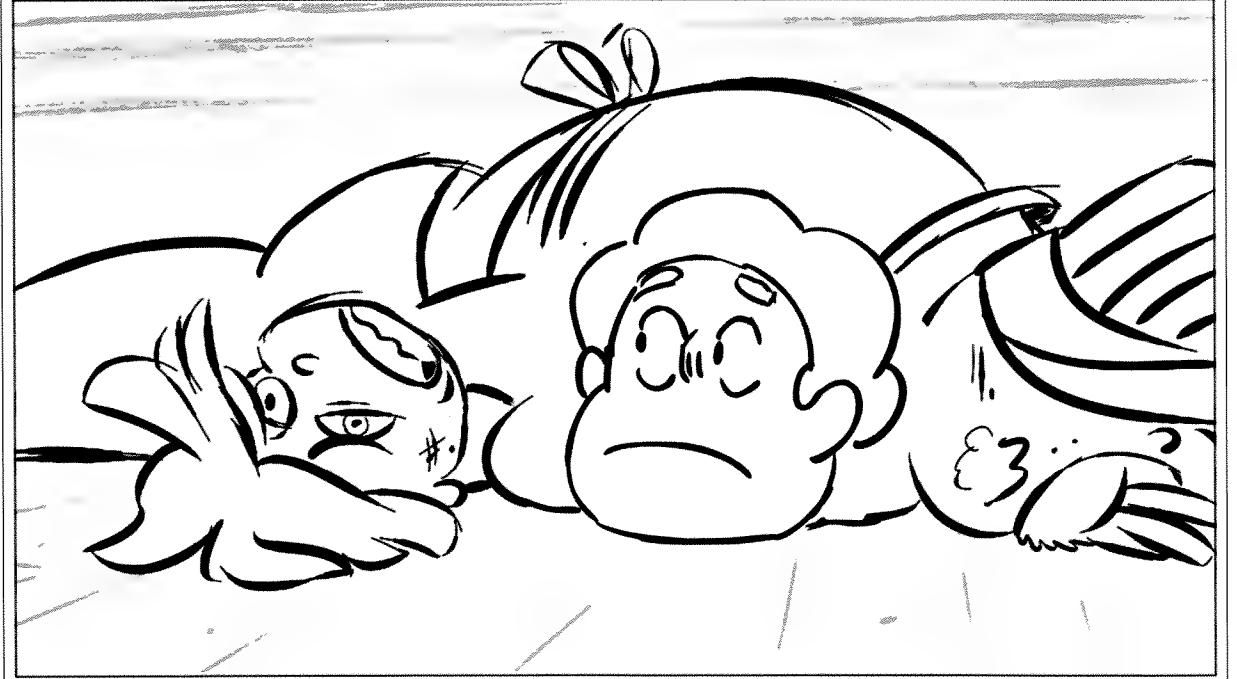
2



Slugging
0.14

Scene	Panel
126	<i>CONT</i>

3



Slugging
1.03

MAY 20 2013

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1020-008

1020-008

Scene	Panel	
126	CONT	4

Action Notes

STEVEN STRUGGLES BENEATH FRYMAN.

Slugging

2.04

Scene	Panel	
126	CONT	5

Action Notes

FRYBO SOUNDS

Slugging

1.04

MAY 20 2013

Scene	Panel
126	CONT 6



Slugging
1.02

Scene	Panel
126	CONT 7



Slugging
Panels 7 to 9 = TOTAL time: 3.06
ADJ starts panel 7, ends panel 9 = 2.05

Panel 7 = ADJ: 0.14

MAY 20 2013

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1020-008

Scene	Panel	
	126	<i>cont</i>
		8



Slugging
Panel 8 = ADJ: 1.01

Scene	Panel	
	126	<i>cont</i>
		9



Slugging
Panels 9 = ADJ: 0.06 then HOLD: 1.01

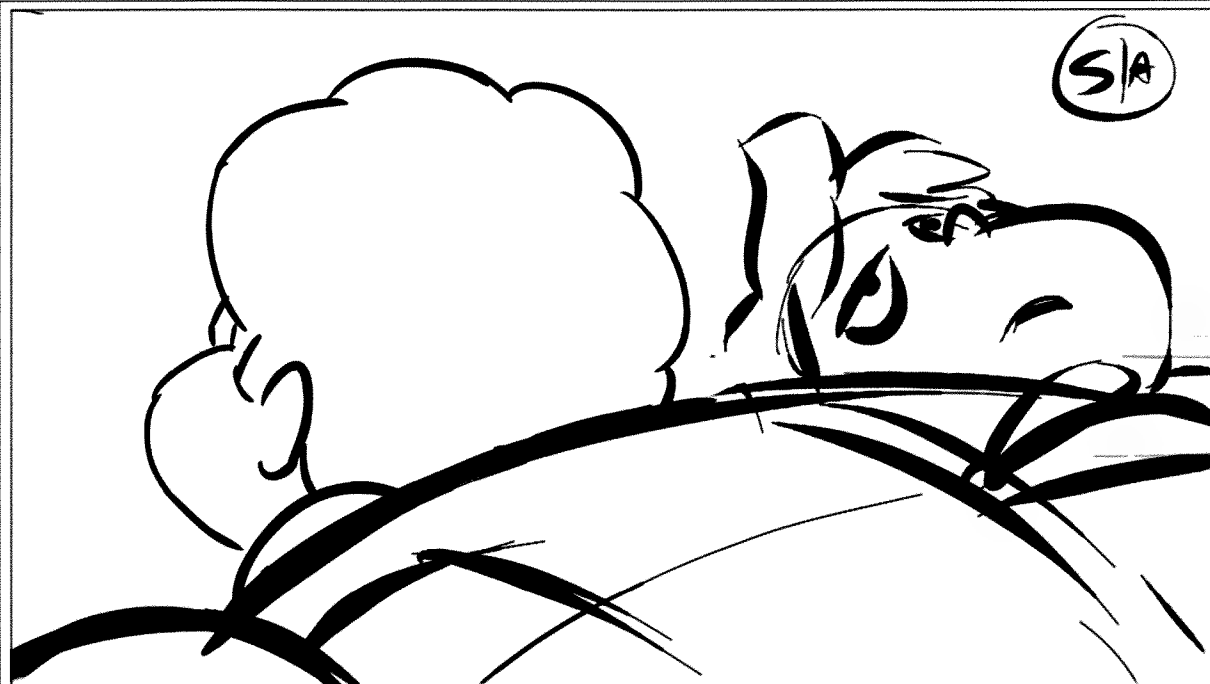
MAY 20 2013

1020 - 008

1020 - 008

1020 - 008

Scene	Panel
127	1



Slugging
Panels 1 + 2 = 1.05

Scene	Panel
127	2



MAY 20 2013

1020.008

1020.008

1020.008

Scene	Panel
127	<i>CONT</i>

3



Dialog
PEARL: STEVEN!!

Slugging
0.10

Scene	Panel
127	<i>CONT</i>

4



Slugging
1.01

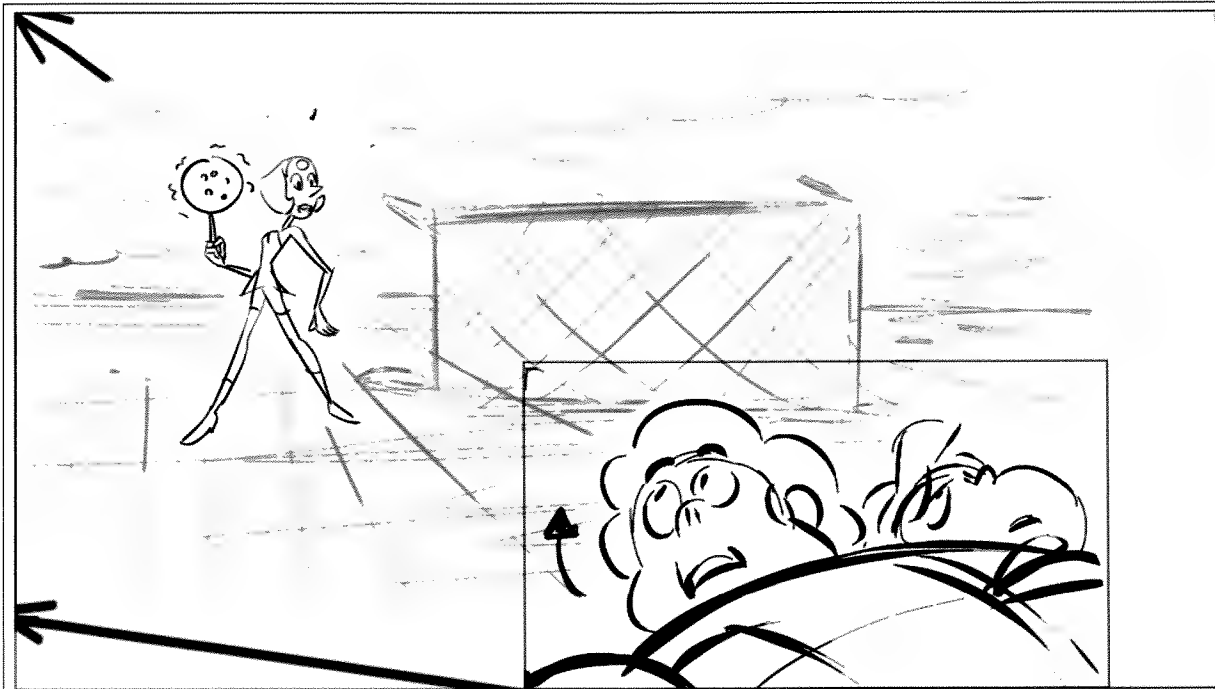
MAY 20 2013

1020-008

1020-008

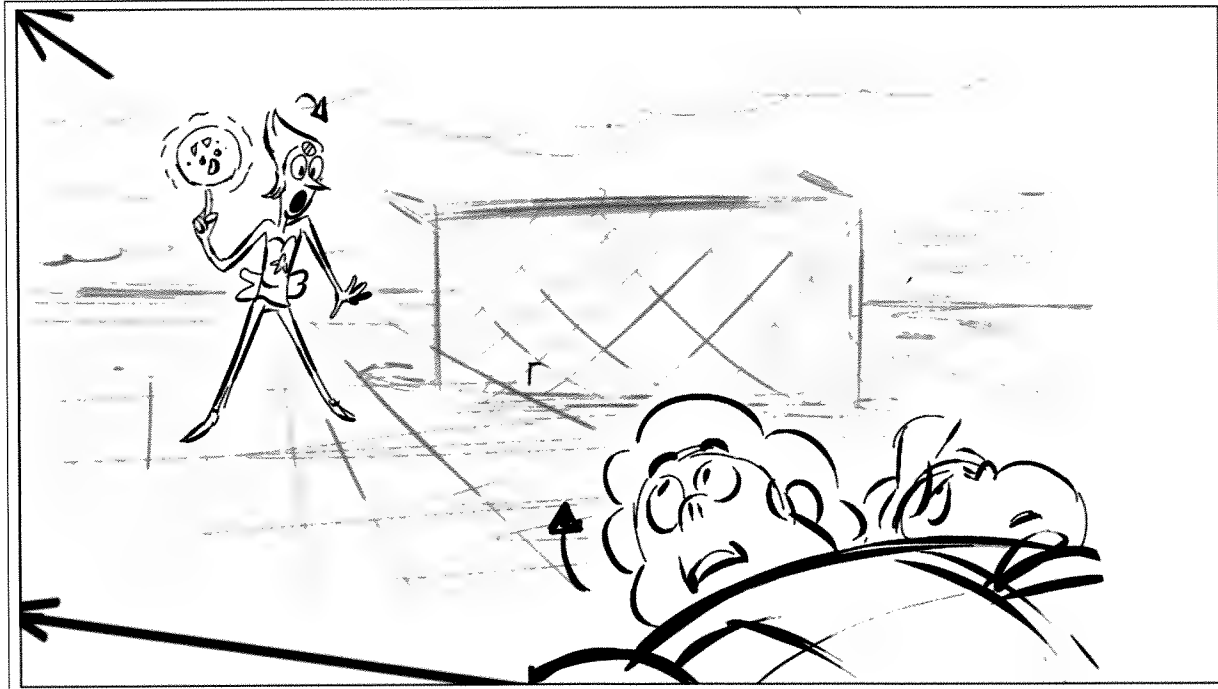
1020-008

Scene	Panel
128	1



Slugging
ADJ: 0.03

Scene	Panel
128	<i>CONT</i> 2



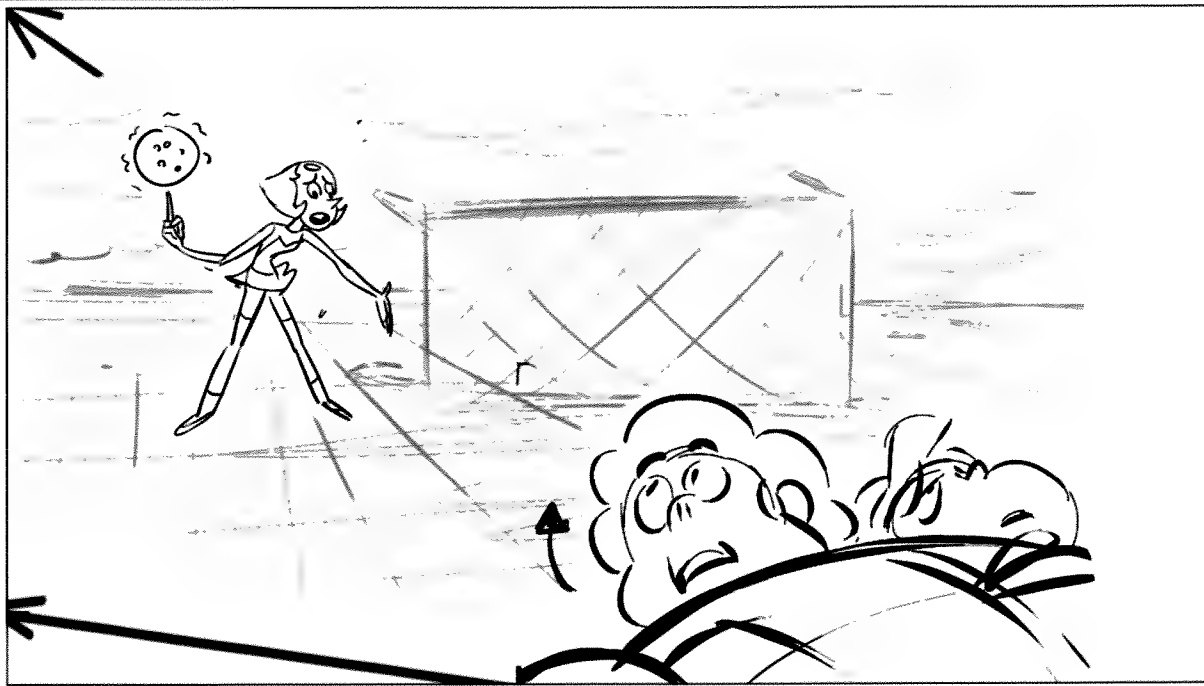
Dialog
PEARL: DID YOU PUT MY MISSING SHARD...

Slugging
Panels 2 + 3 = 5.00

MAY 20 2013

Scene	Panel
128	1020

3

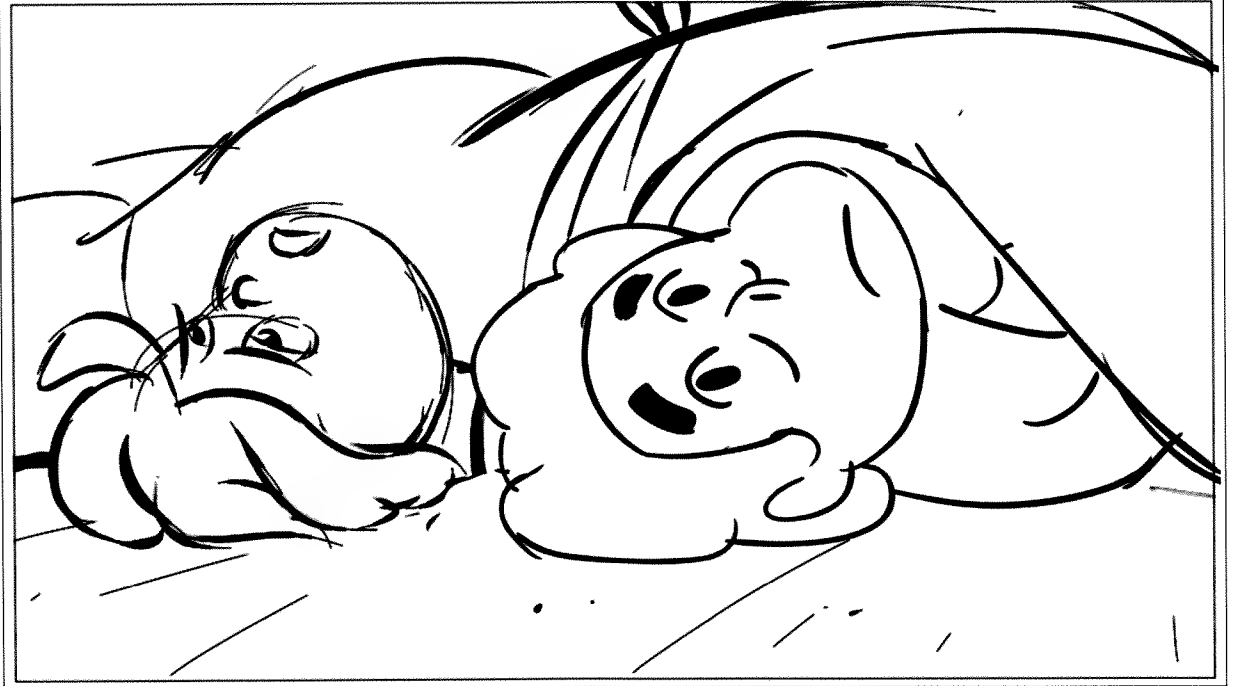


Dialog

PEARL: IN THAT FRY COSTUME??

Scene	Panel
129	1

1



Dialog

STEVEN: YES.

Slugging

Panels 1 + 2 = 1.06

MAY 20 2013

Scene	Panel
129	CONT 2



Dialog
STEVEN: YES.

Scene	Panel
130	1



Dialog
PEARL: DIDN'T YOU HEAR WHAT I SAID ABOUT...

Slugging
Panels 1 + 2 = 2.13

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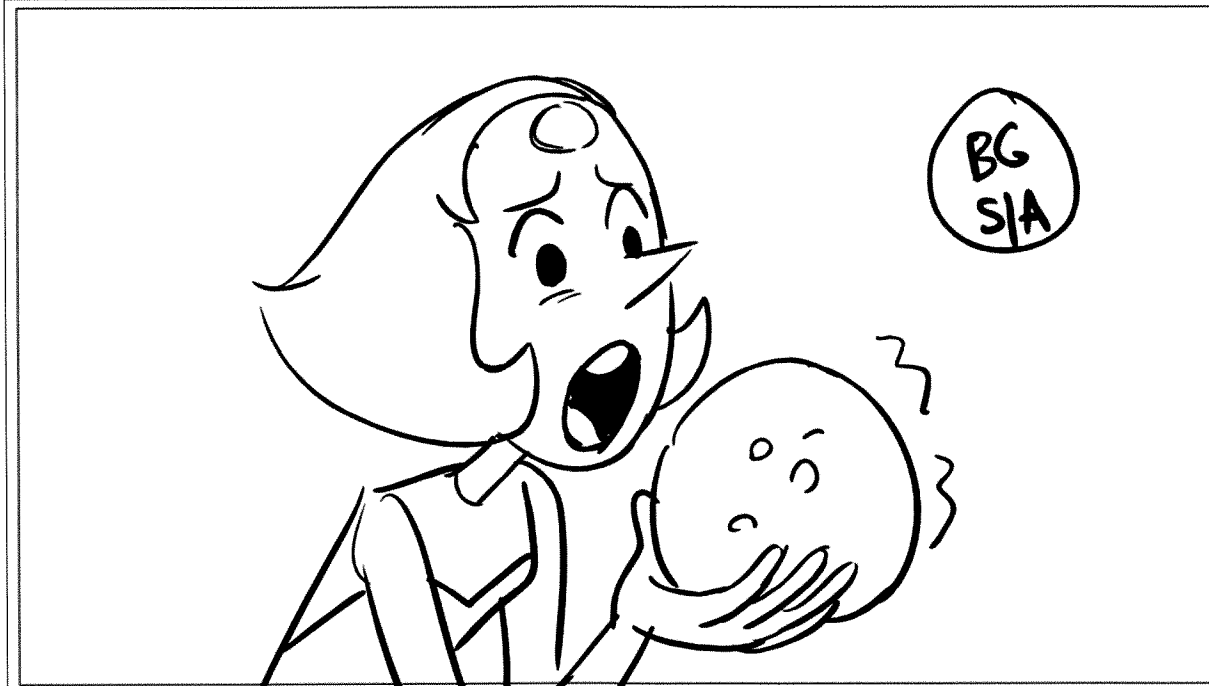
Scene	Panel
130	CONT 2



Dialog

PEARL: DIDN'T YOU HEAR WHAT I SAID ABOUT...

Scene	Panel
130	CONT 3



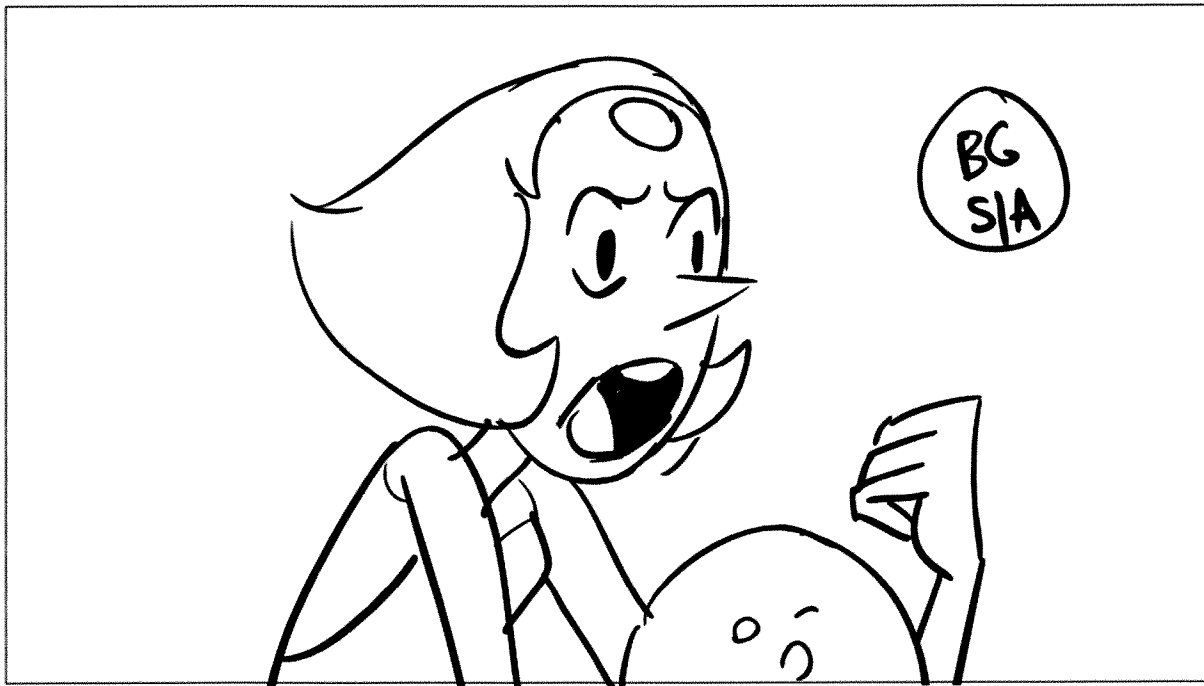
Dialog

PEARL: ...THE LIVING ARMOR AND INFANTRIES ...

Slugging
2.08

MAY 20 2013

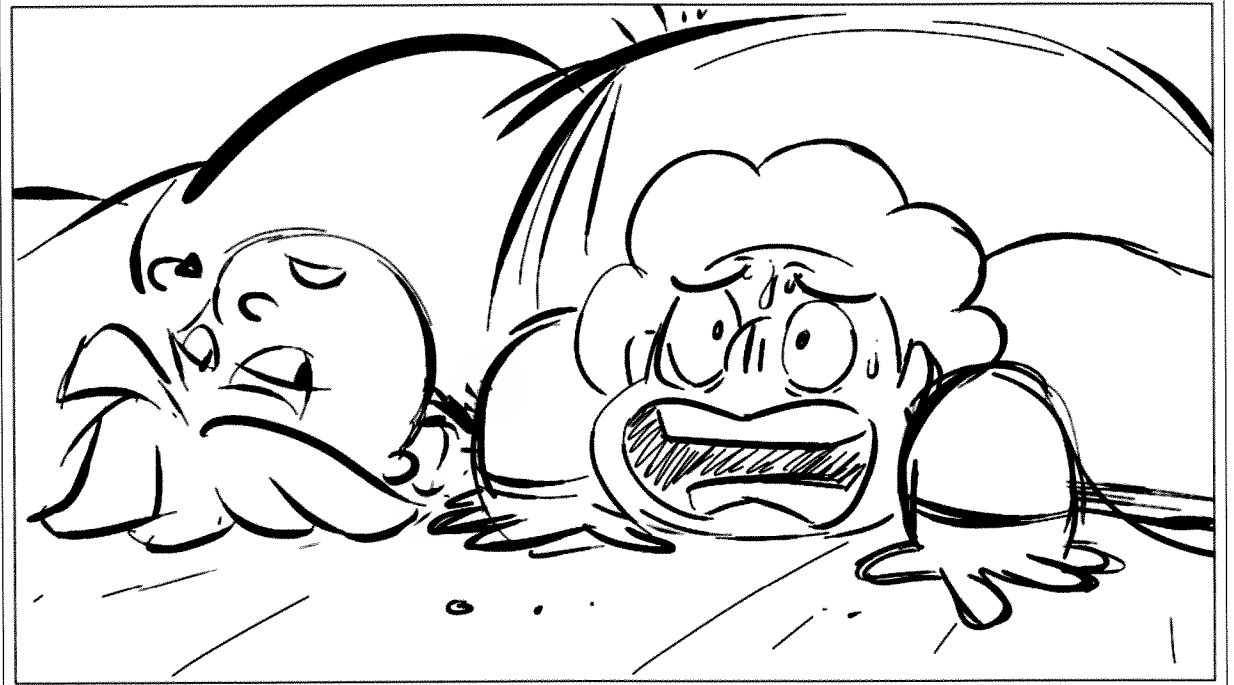
Scene	Panel
130	CONT 4



Dialog
PEARL: ...AND MANY MANY DEATHS!?

Slugging
2.05

Scene	Panel
131	1

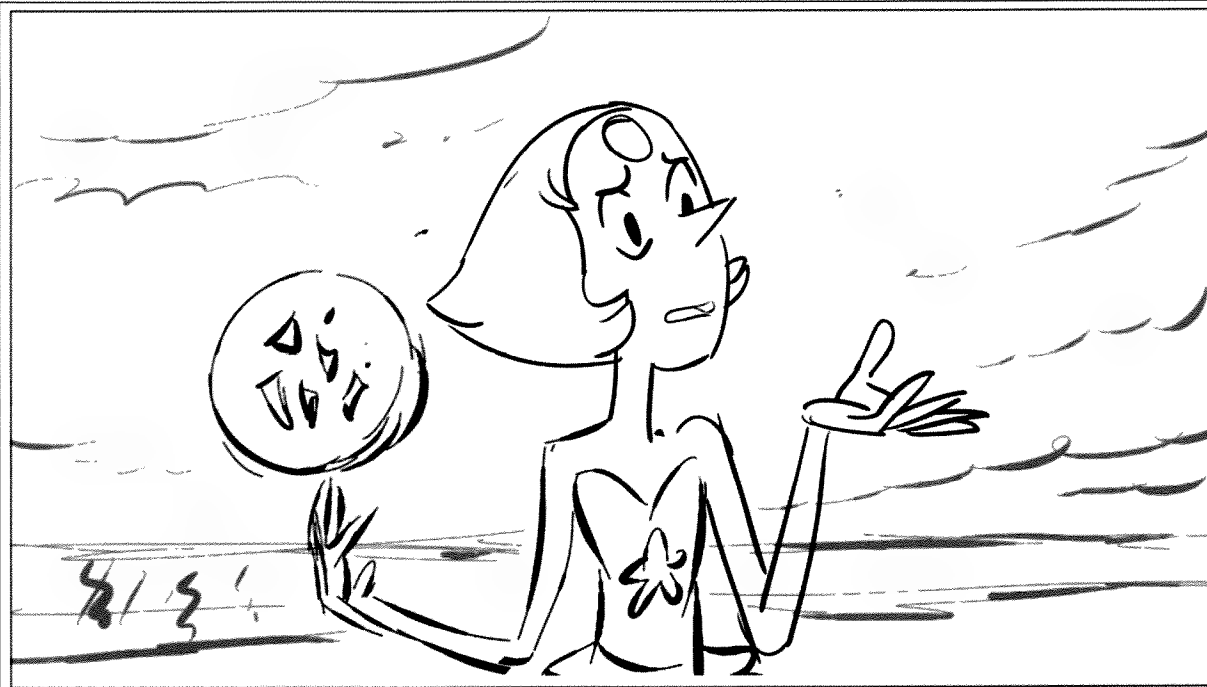


Dialog
STEVEN: NO!

Slugging
1.06

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Scene	Panel
132	1

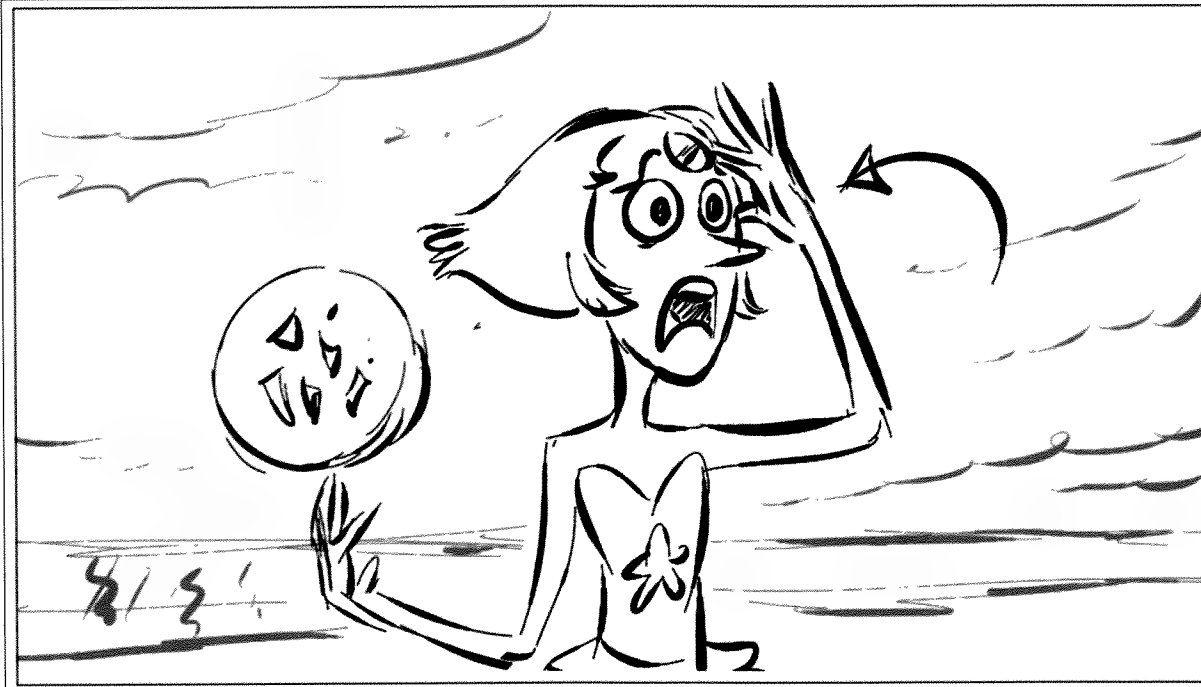


Dialog
PEARL: OH

Slugging
Panels 1 + 2 = 0.11

Scene	Panel
132	2

CONT



Dialog
PEARL: OH

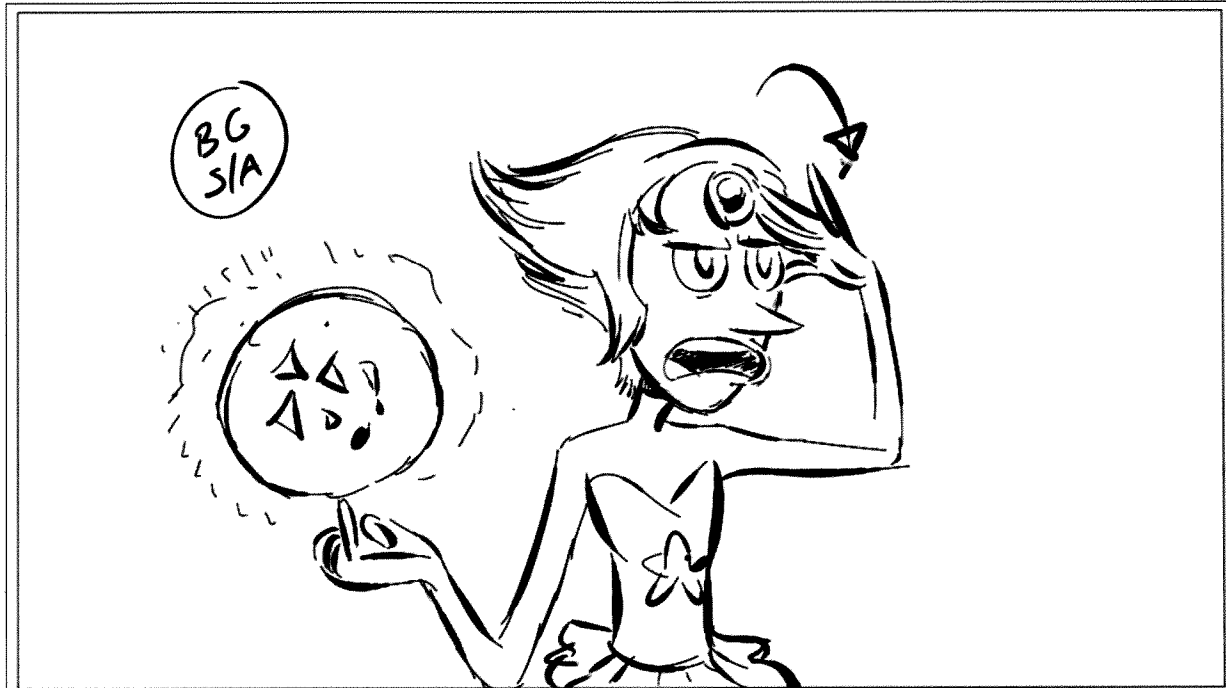
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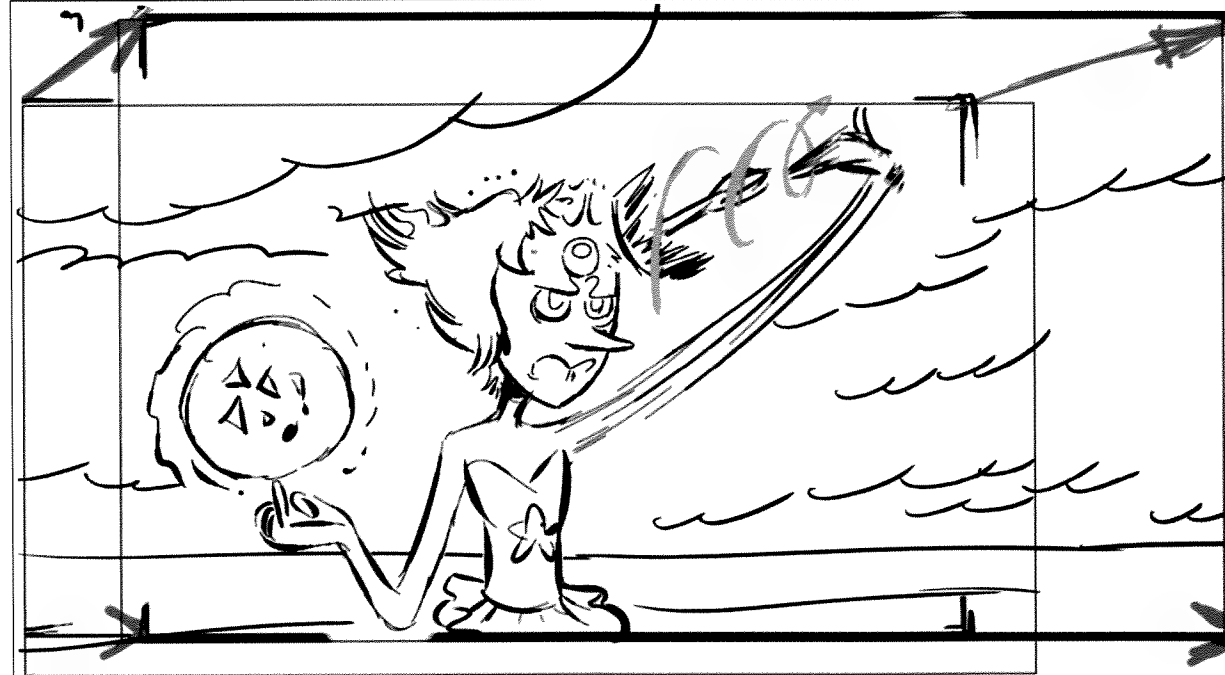
Scene	Panel	
132	cont	3



Dialog
PEARL: STEVEN...

Slugging
1.10

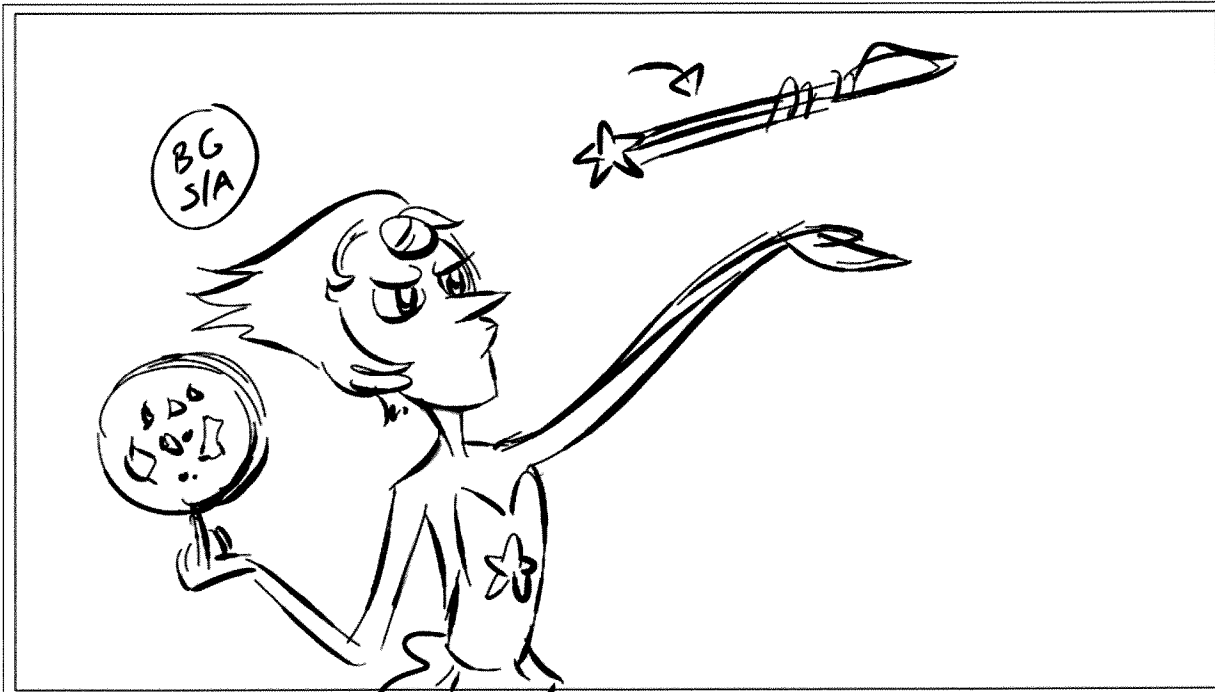
Scene	Panel	
132	cont	4



Slugging
ADJ: 0.08
HOLD: 0.02

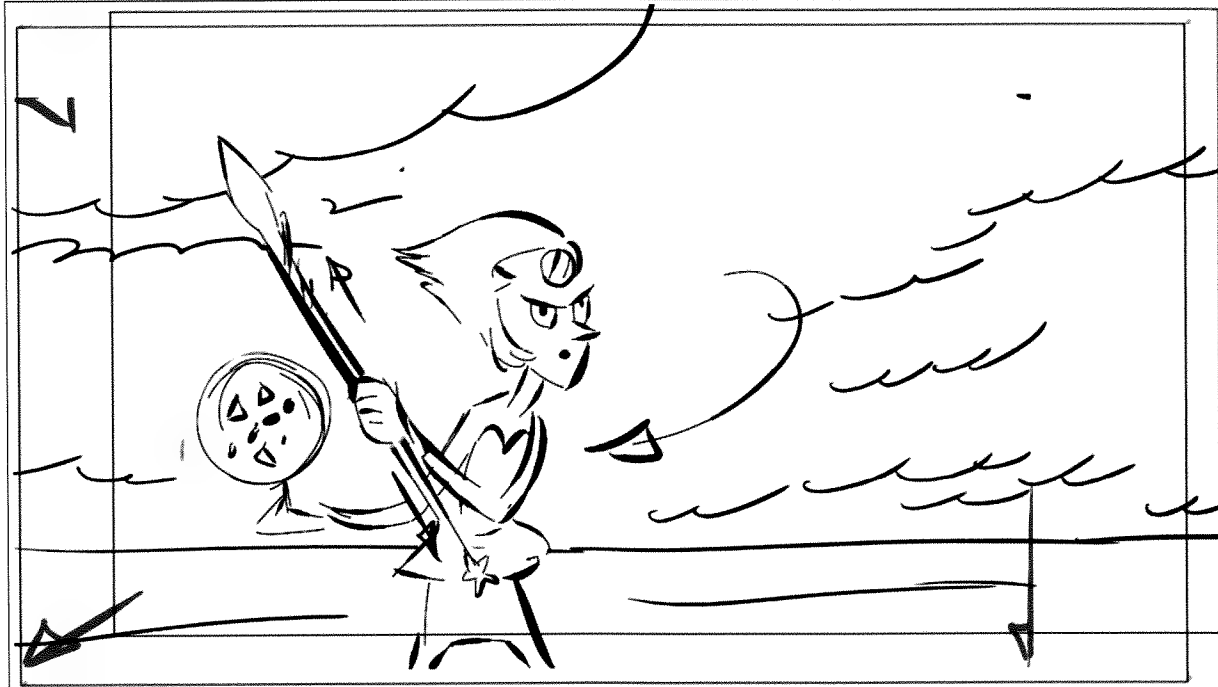
MAY 20 2013

Scene	Panel
132	CONT 5



Slugging
0.11

Scene	Panel
132	CONT 6



Slugging
ADJ: 0.04
HOLD: 0.10

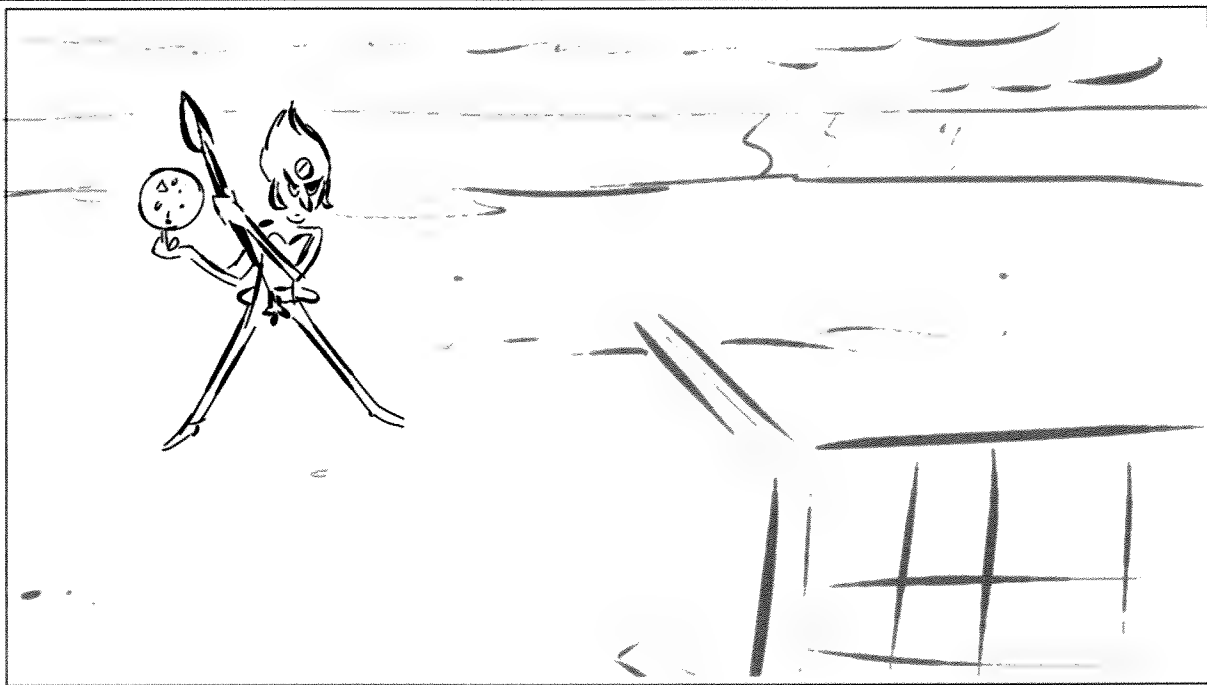
MAY 20 2013

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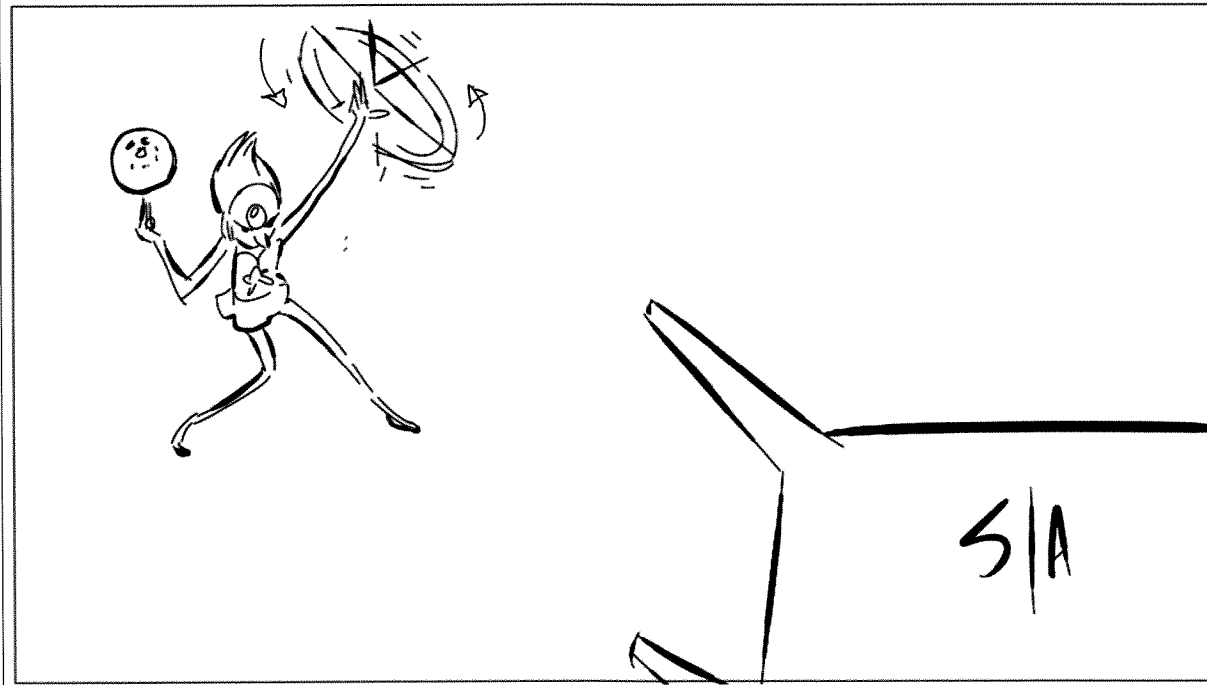
Scene	Panel
133	1



Slugging
0.04

Scene	Panel
133	2

CONT



Slugging
0.15

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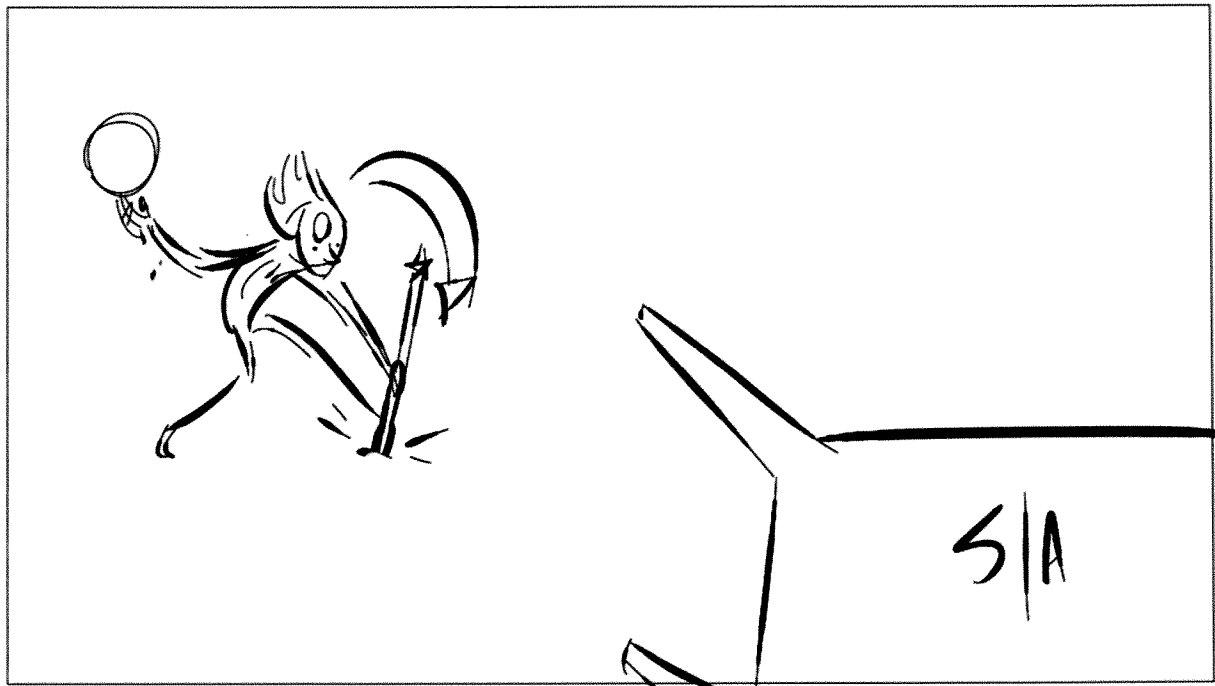
1020.008

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1020.008

Scene	Panel
133	3

CONT



S/A

Slugging
0.05

1020.008

1020.008

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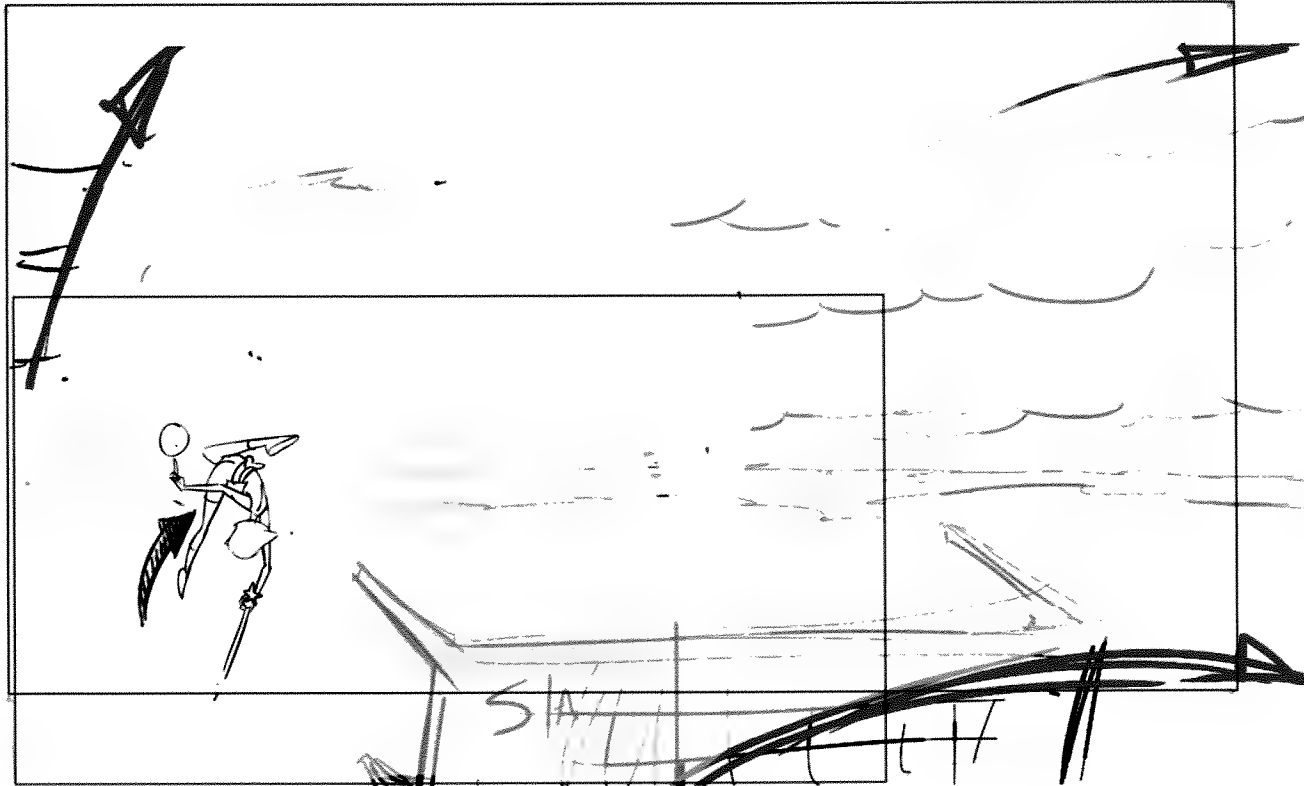
1020.008

Scene

133

Panel
CONT

4



Slugging

Panels 4 + 5 =

ADJ Panel 4 + 5: 0.08

HOLD at END of Panel 5: 0.05

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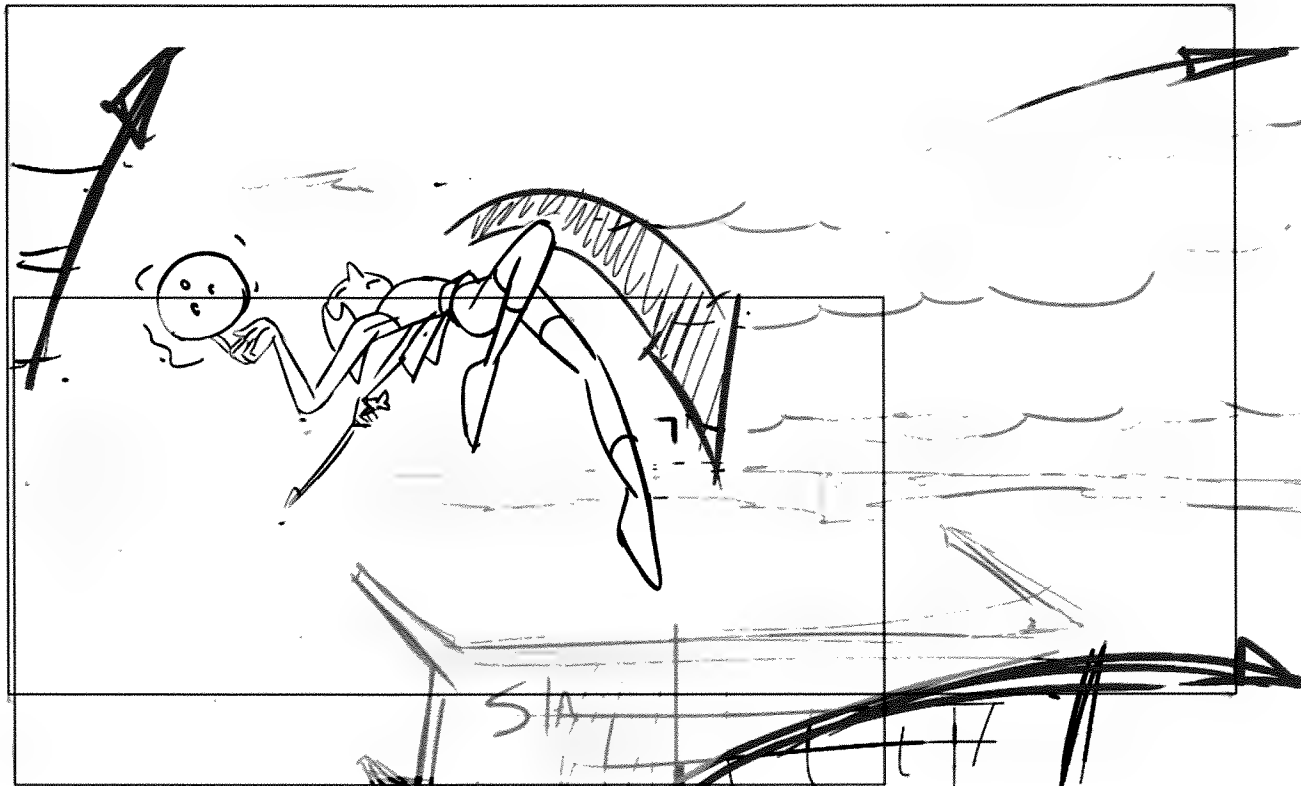
1020-008

Scene

Panel

133 *CONT*

5



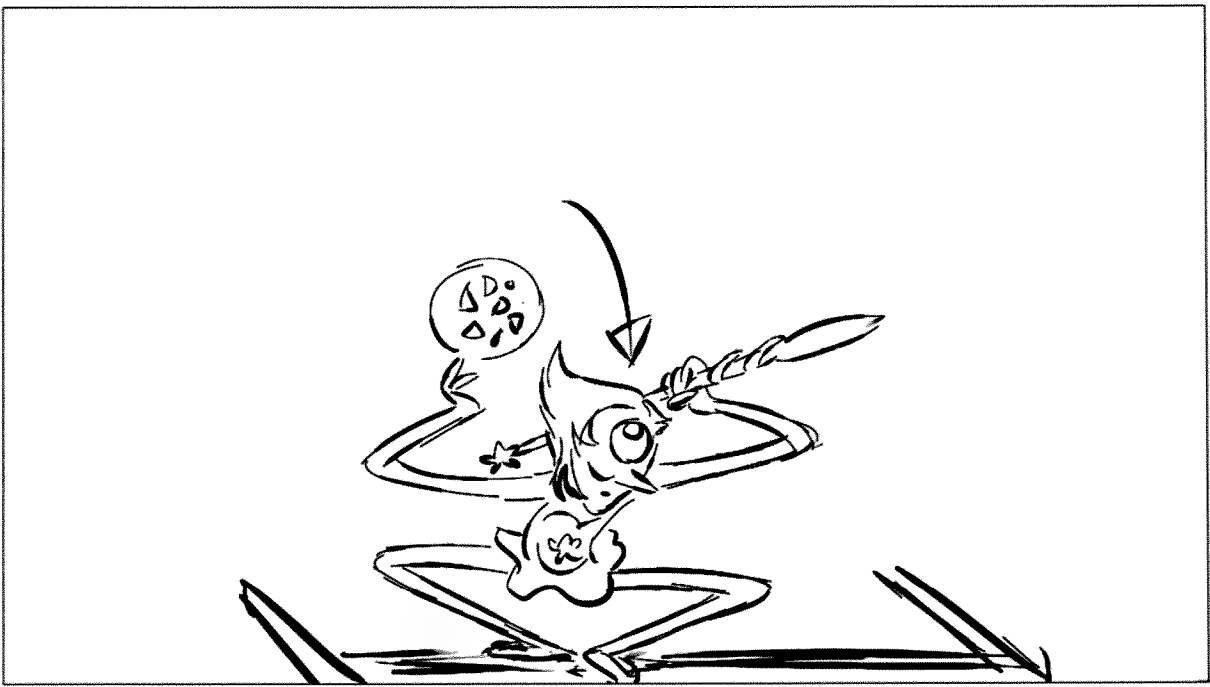
MAY 20 2013

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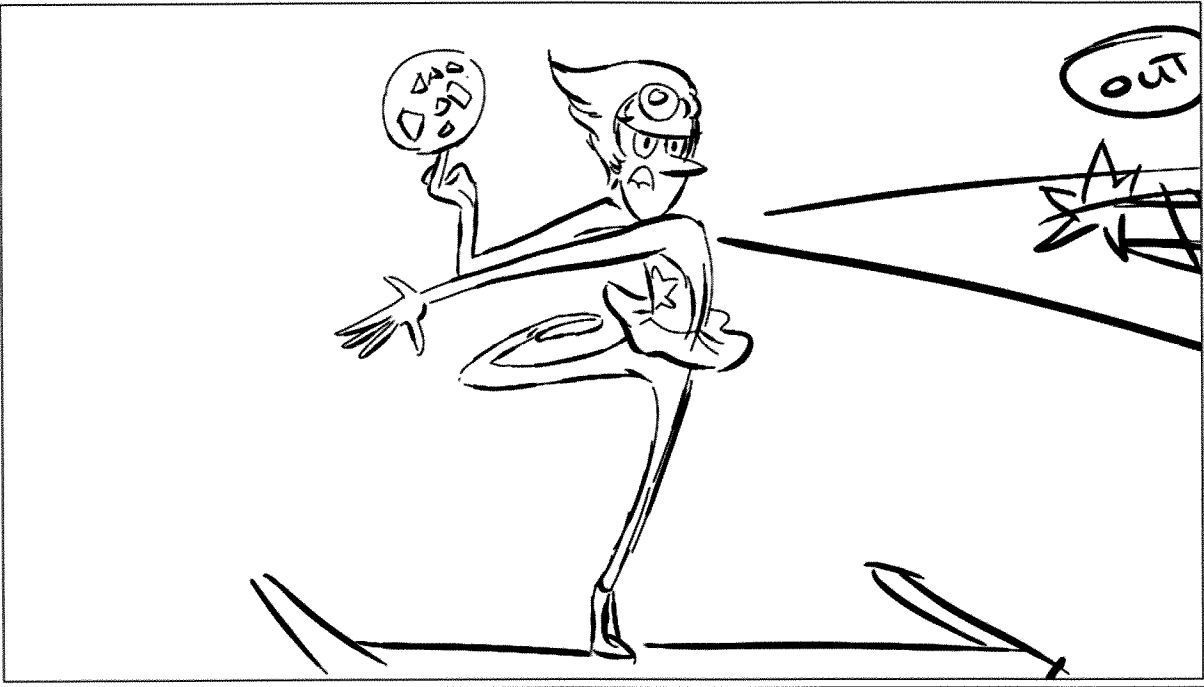
1020-008

Scene	Panel
133	CONT
	6



Slugging
0.06

Scene	Panel
133	CONT
	7



Slugging
0.14

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Scene	Panel
134	1



Action Notes
SPEAR ROTATES

Slugging
0.12

Scene	Panel
134	2

cont

Action Notes
SPEAR ROTATES

Slugging
0.14

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Scene	Panel
135	1



Slugging
0.07

Scene	Panel
135	2



Slugging
ADJ: 0.04
HOLD: 1.03

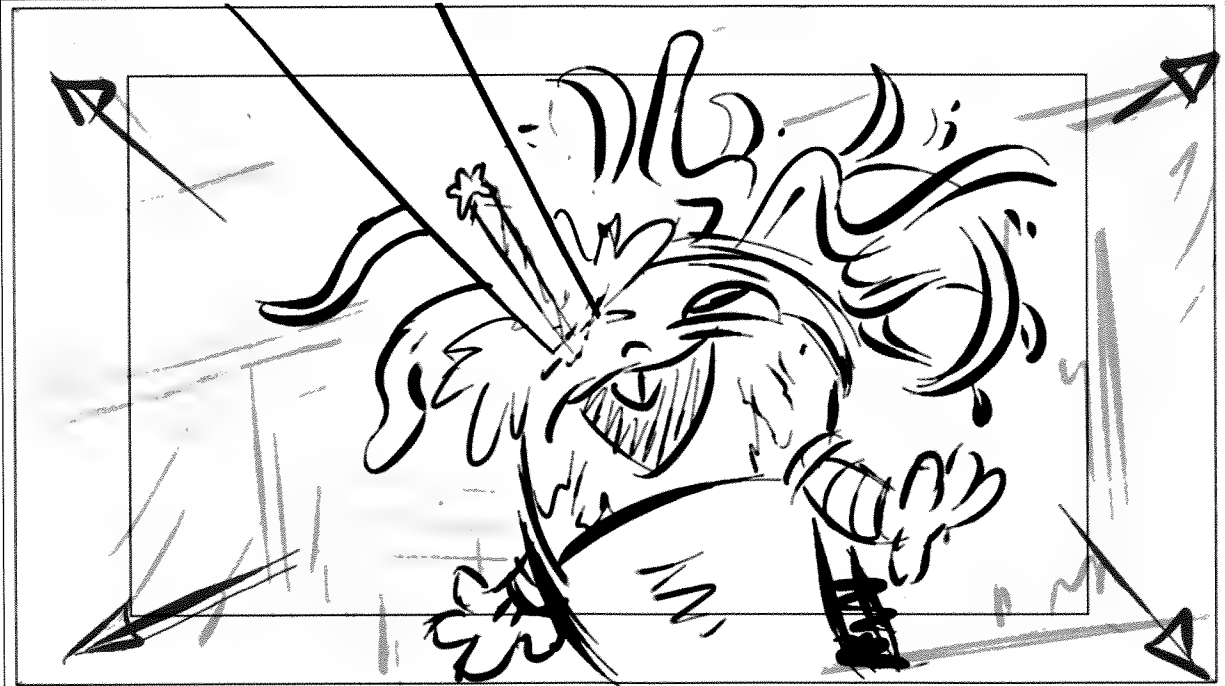
MAY 20 2013

Scene	Panel
135	CONT
	3



Slugging
1.12

Scene	Panel
135	CONT
	4



Slugging
ADJ: 0.04
HOLD: 1.03

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Scene	Panel
136	1



Slugging
0.09

Scene	Panel
136	2

CONT



Slugging
0.12



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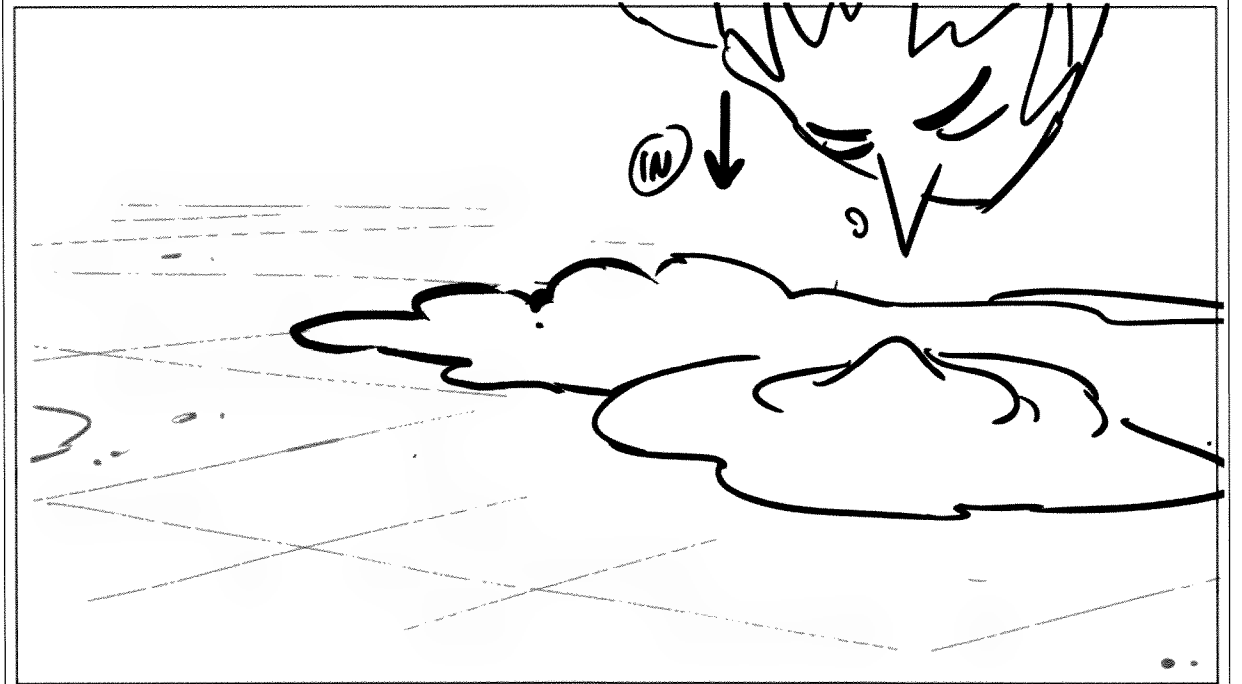
1020-008

Scene	Panel
136	CONT 3



Slugging
0.11

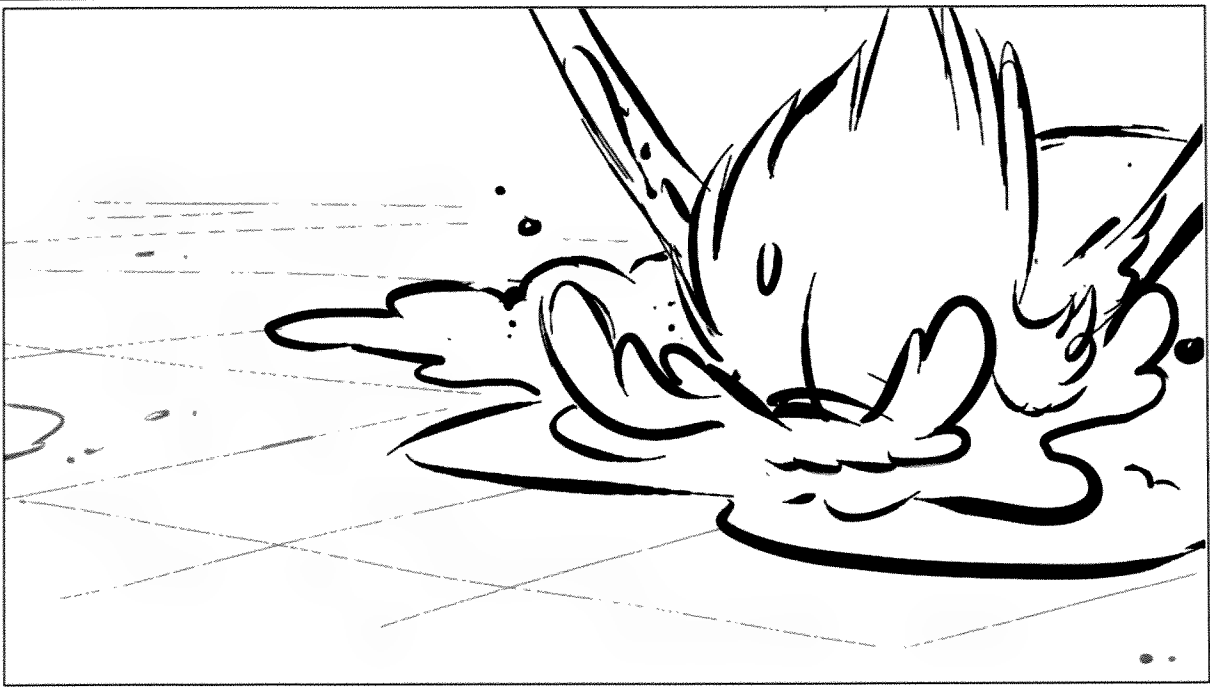
Scene	Panel
137	1



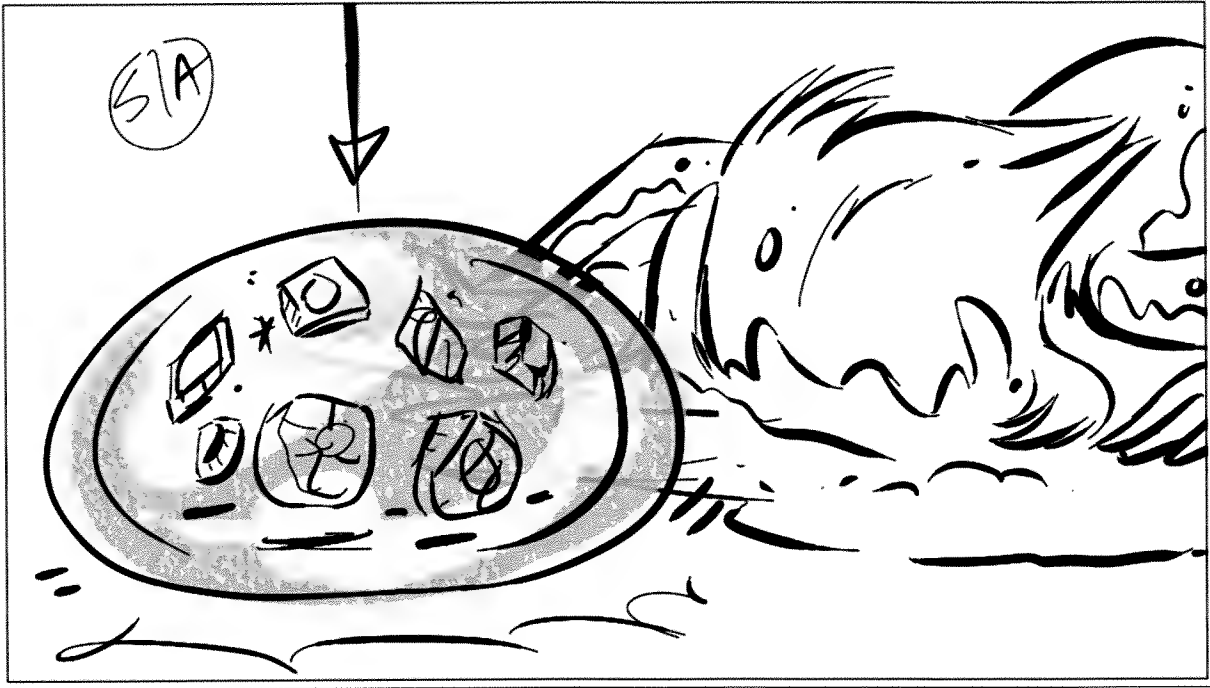
Slugging
Panels 1 + 2 = 0.05

MAY 20 2013

Scene	Panel
137	CONT
	2



Scene	Panel
137	CONT
	3



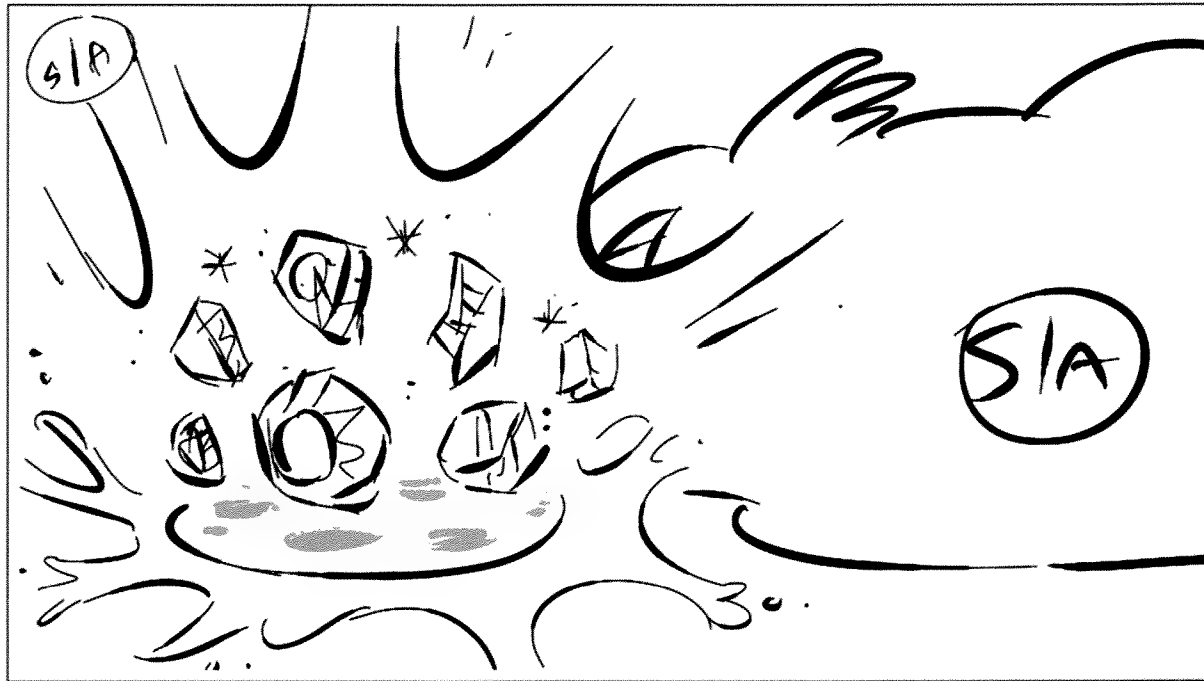
Slugging
1.01

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Scene	Panel	
137	CONT	4



Slugging
1.07

Scene	Panel	
137	CONT	5



Slugging
1.14

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Scene	Panel
138	1



Action Notes
STUMBLING BACKWARD

Slugging
Panels 1 + 2 = 0.05

Scene	Panel
138	2

CONT



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Scene

138 *CONT*

Panel

3



Slugging

Panels 3 + 4 =

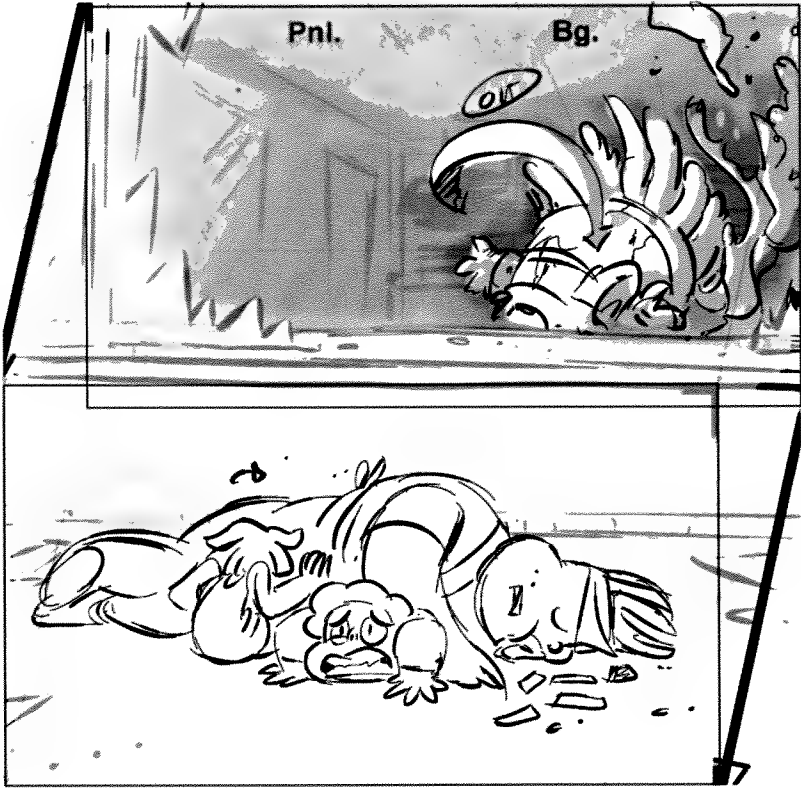
HOLD panel 3: 1.08

ADJ between panel 3 + 4: 1.05

HOLD at END of panel 4: 0.04

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Scene	Panel	
	138	<i>cont</i>
		4



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Scene	Panel	
138	cont	5



Dialog

STEVEN: PEARL!

Slugging

1.08

Scene	Panel	
138	cont	6

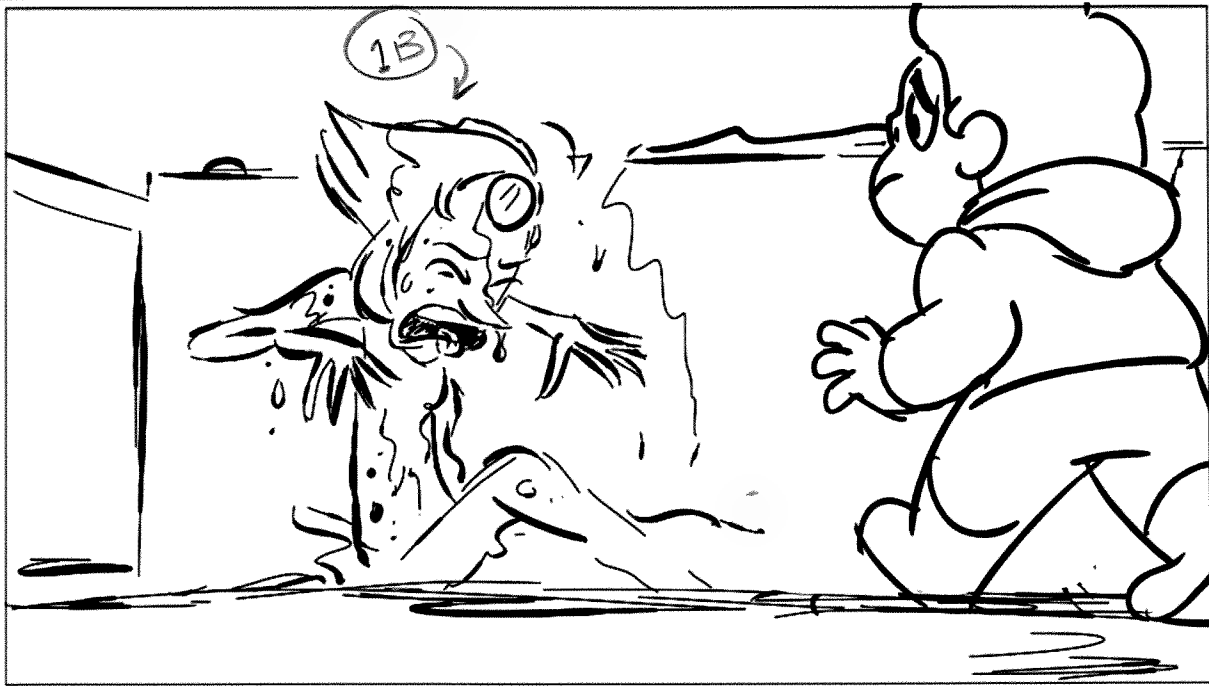


Slugging

1.10

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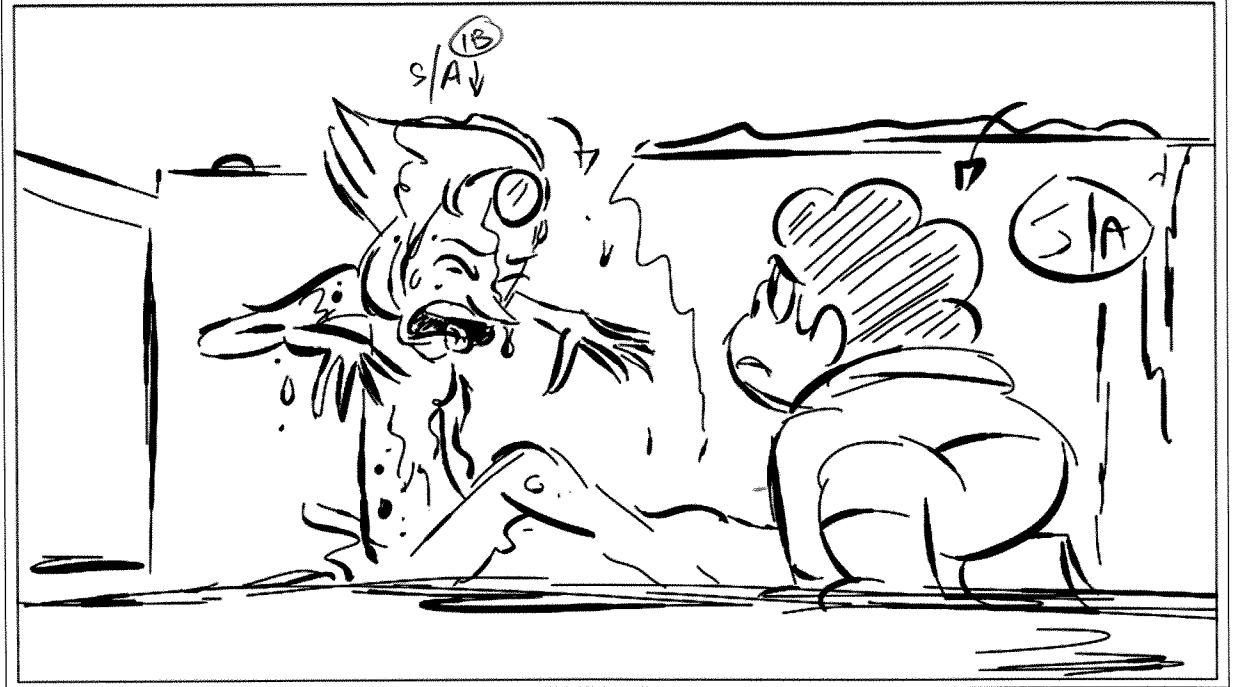
Scene	Panel
139	1



Dialog
PEARL: UGH! KETCHUP!

Slugging
Panels 1 + 2 = 2.02

Scene	Panel
139	2

CONT

Dialog
PEARL: UGH! KETCHUP!

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Scene	Panel
139	cont
	3

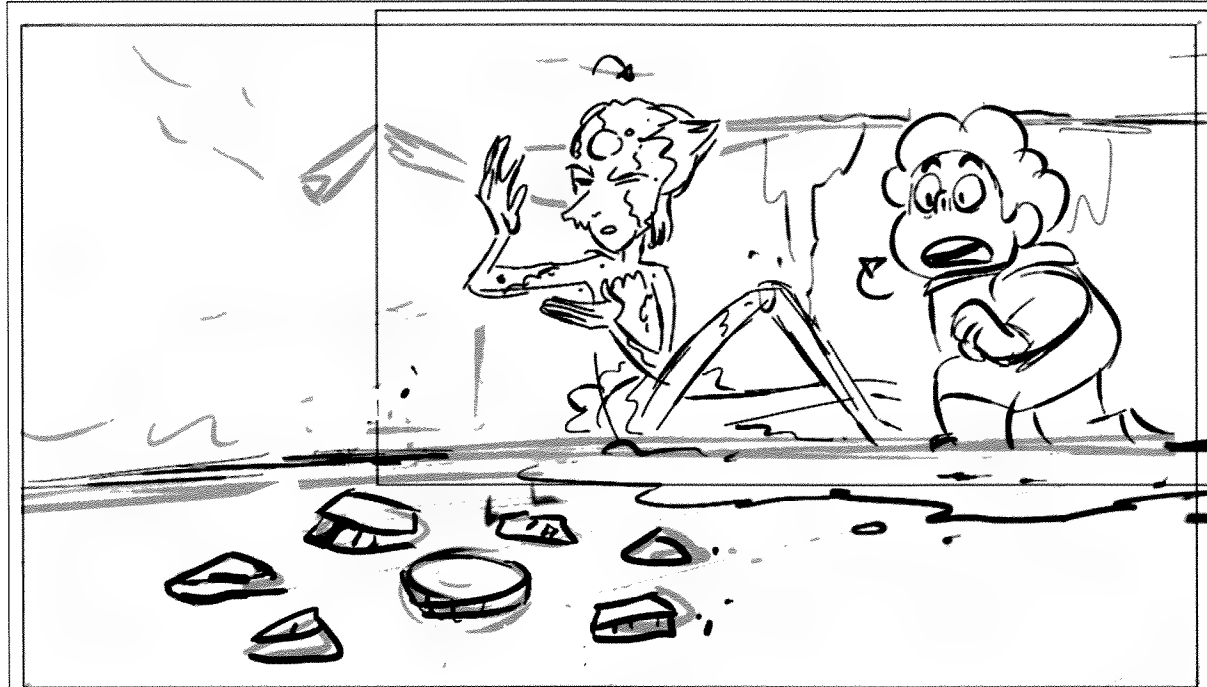


Dialog
PEARL: IT'S EVERYWHERE! I CAN'T SEE!



Slugging
3.13

Scene	Panel
139	cont
	4

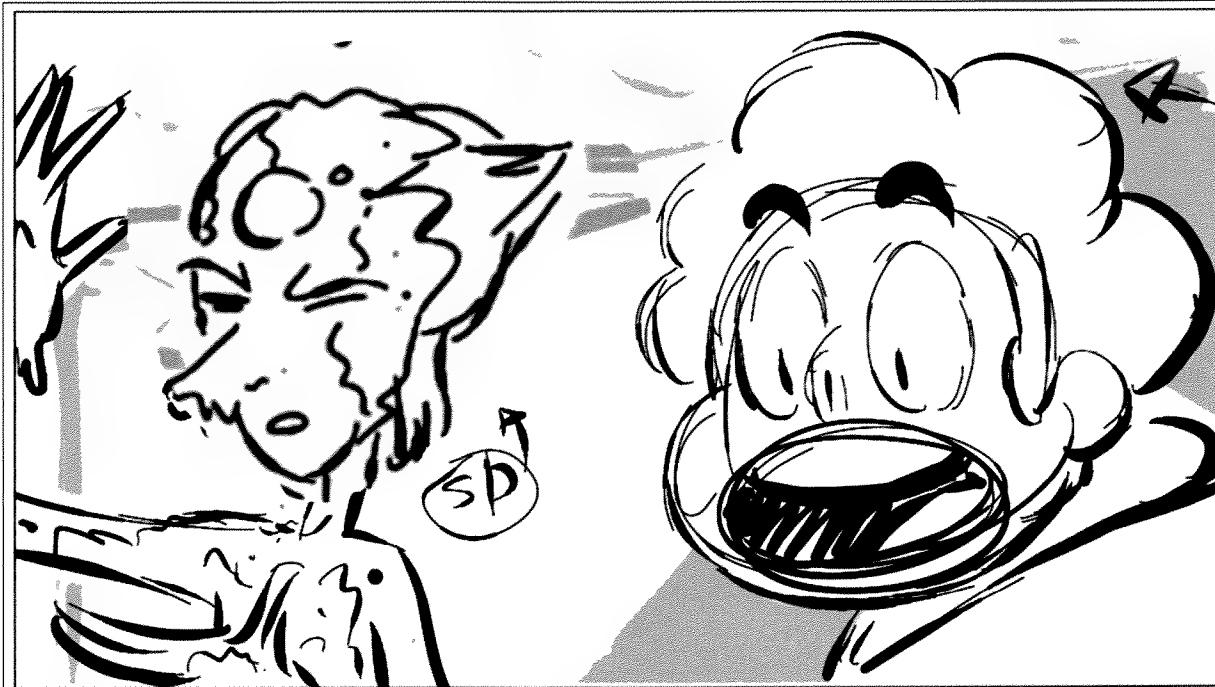


Dialog
STEVEN: SHARDS...

Slugging
ADJ: 0.06
HOLD: 2.03

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Scene	Panel
140	1



Dialog
STEVEN: NEED!

Slugging
1.05

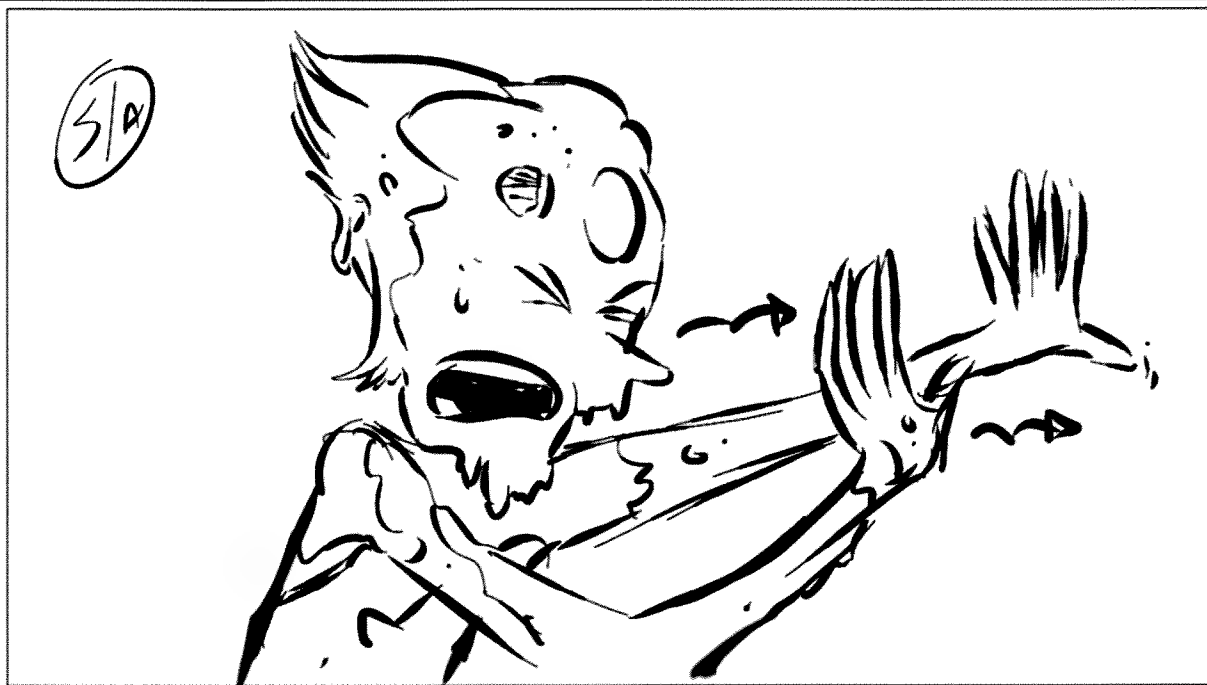
Scene	Panel
140	2



Slugging
0.14

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Scene	Panel
140	CONT 3



Dialog
PEARL: WHAT?! STEVEN!

Slugging
3.02

Scene	Panel
141	1



Slugging
0.12

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Scene	Panel
141	CONT
	2



Dialog
PEE DEE: DAD!!

Slugging
2.04

Scene	Panel
141	CONT
	3



Slugging
2.02

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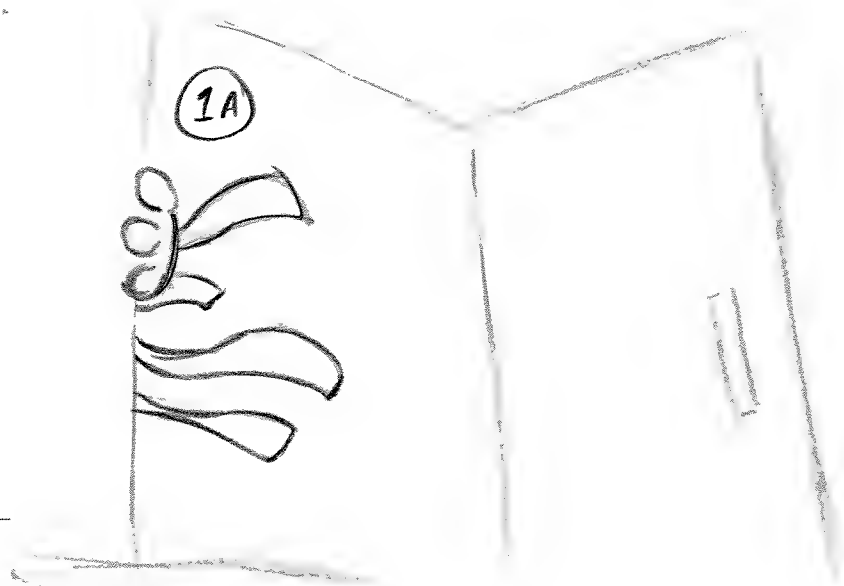
1020-008

1020-008

Scene	Panel
142	1



Slugging
2.02



Scene	Panel
143	1



Slugging
0.15

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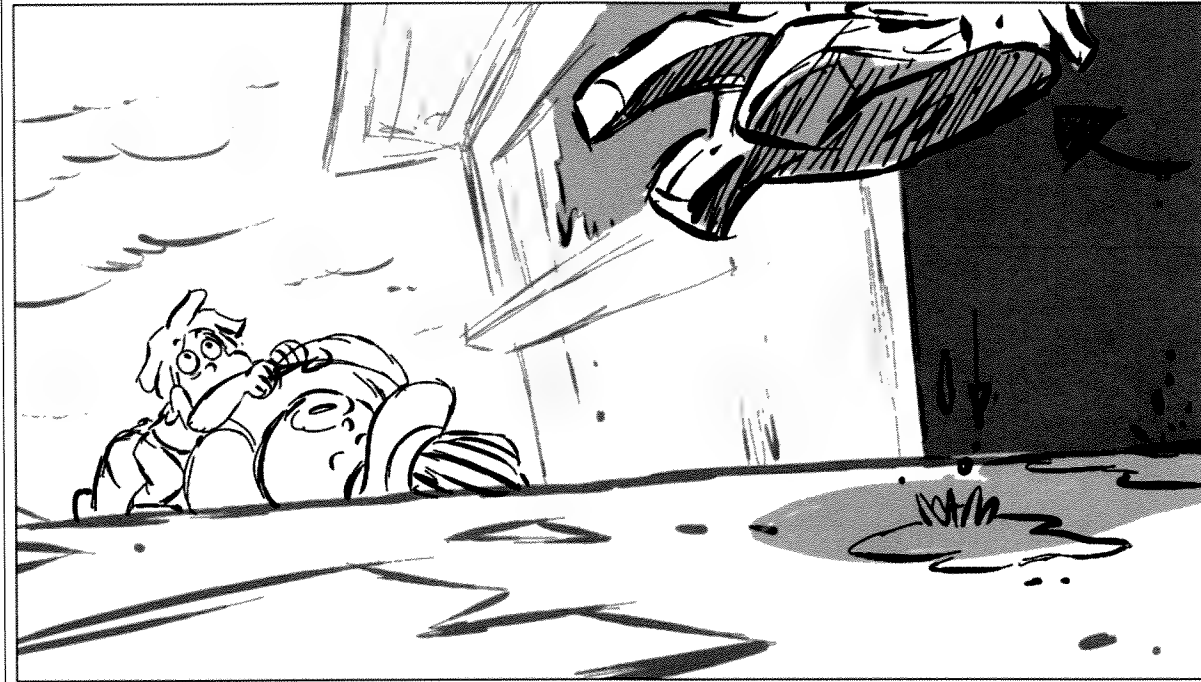
1020-008

Scene	Panel
143	2



Slugging
2.03

Scene	Panel
144	1



Slugging
0.09

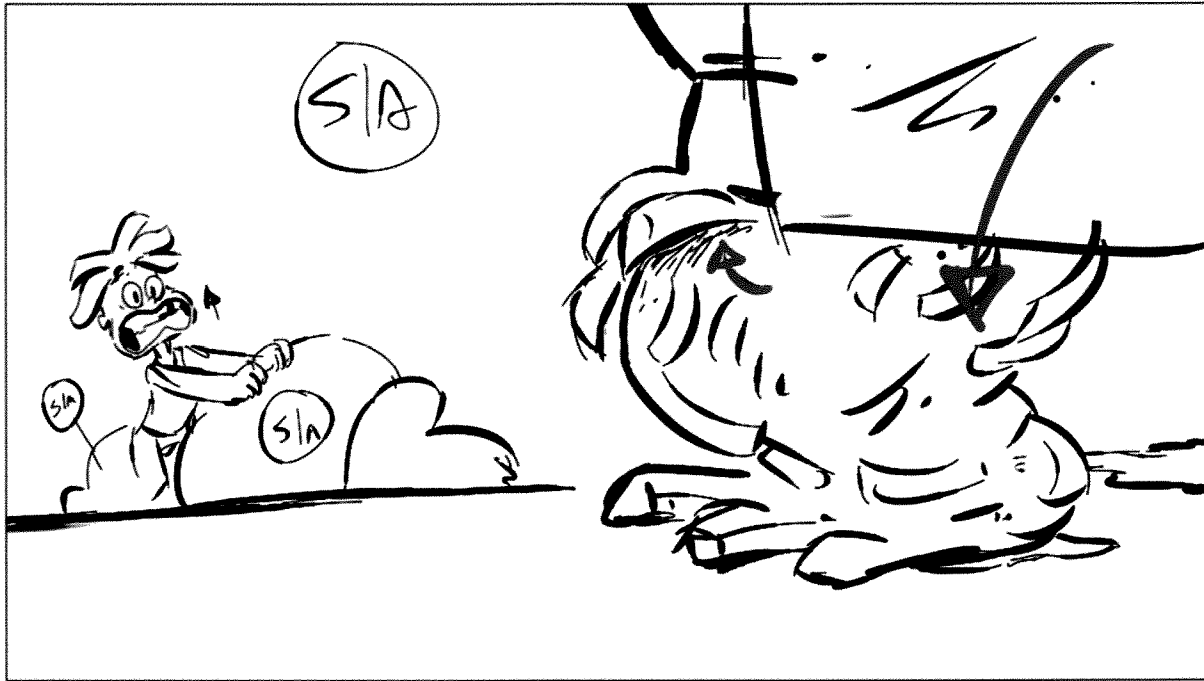
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Scene	Panel
144	2

CONT



Slugging
0.14

Scene	Panel
144	3

CONT



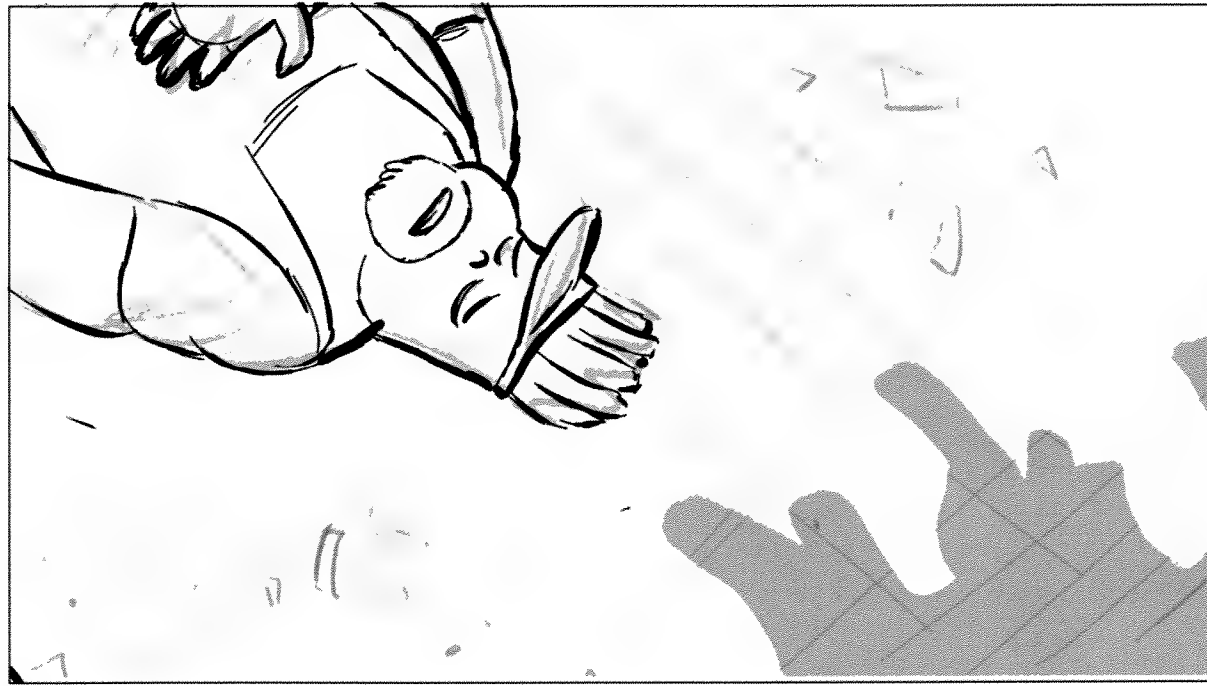
Slugging
1.13

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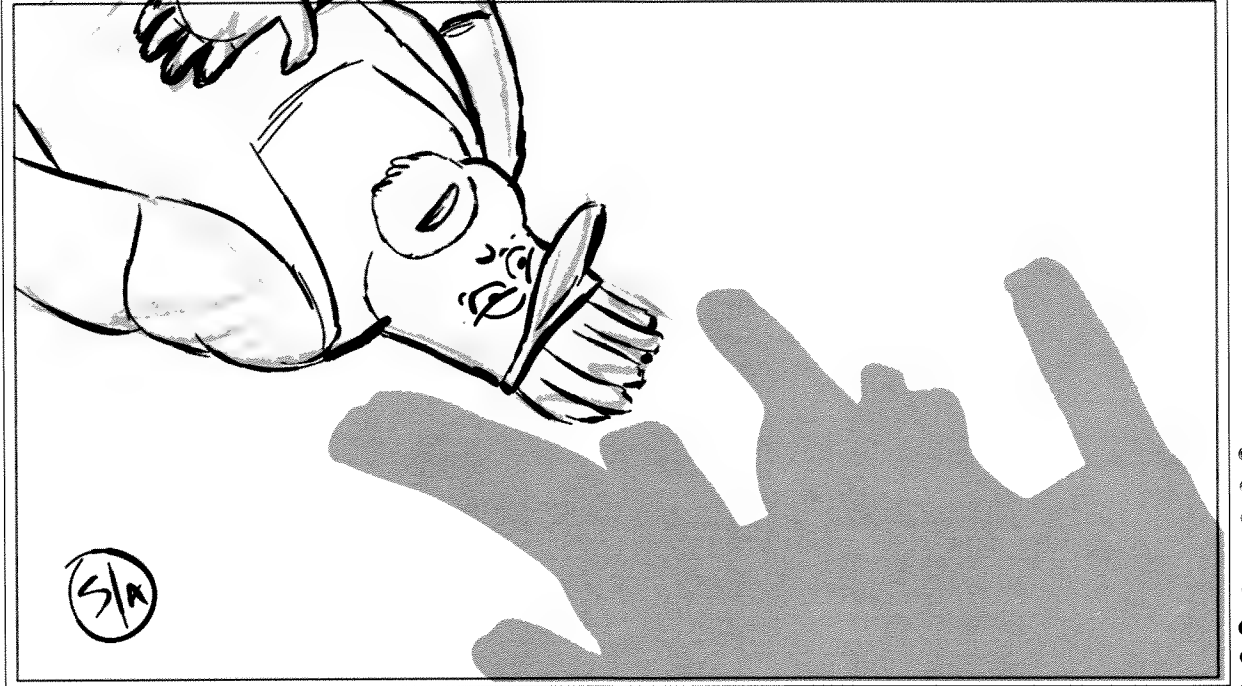
1020-008

Scene	Panel
145	1



Slugging
1.03

Scene	Panel
145	2



Slugging
1.12

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Scene Panel
145 *CONT* 3



Slugging
Panels 3 + 4 = 1.13

Scene Panel
145 *CONT* 4



Dialog
PEE DEE: (*CRYING) GO AWAY!!

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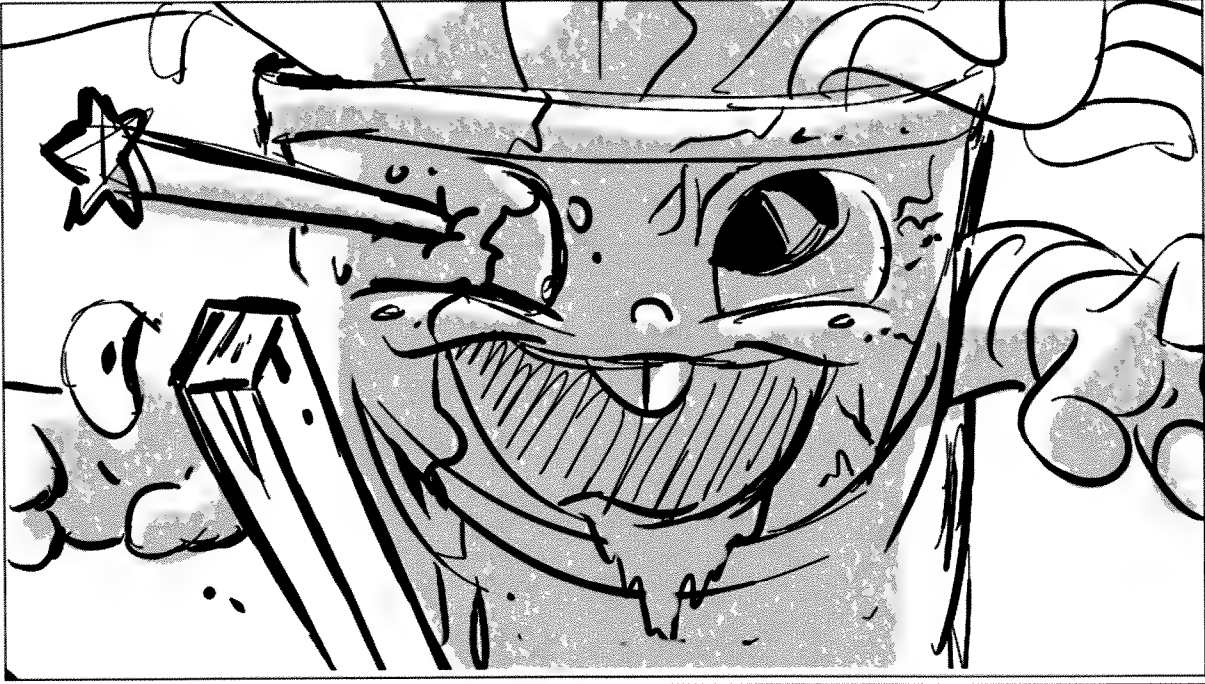
Scene	Panel
145	CONT5



Dialog
FRYMAN: PEE DEE?

Slugging
1.07

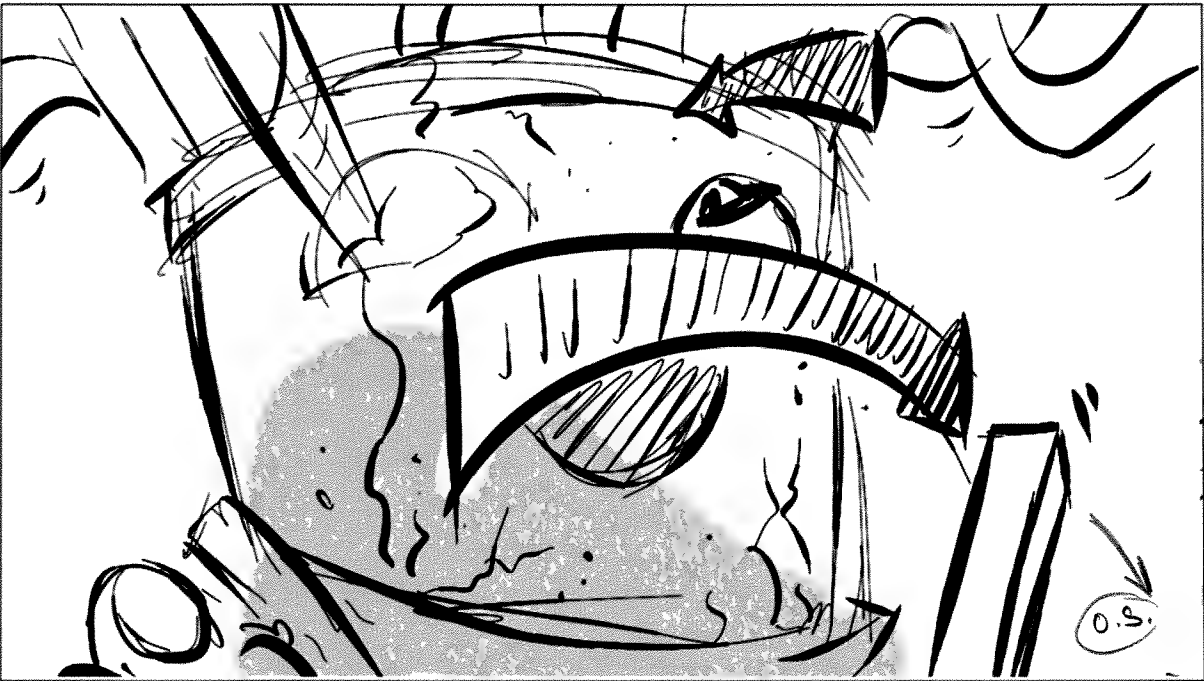
Scene	Panel
146	1



Slugging
0.04

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Scene	Panel
146	CONT
	2



Dialog

PEE DEE: YOU'RE AWFUL!

Slugging

0.11

Scene	Panel
146	CONT
	3



Dialog

PEE DEE (Off-Screen): I HATE YOU, I'VE ALWAYS HATED YOU!

Slugging

Panels 3 + 4 = 4.15

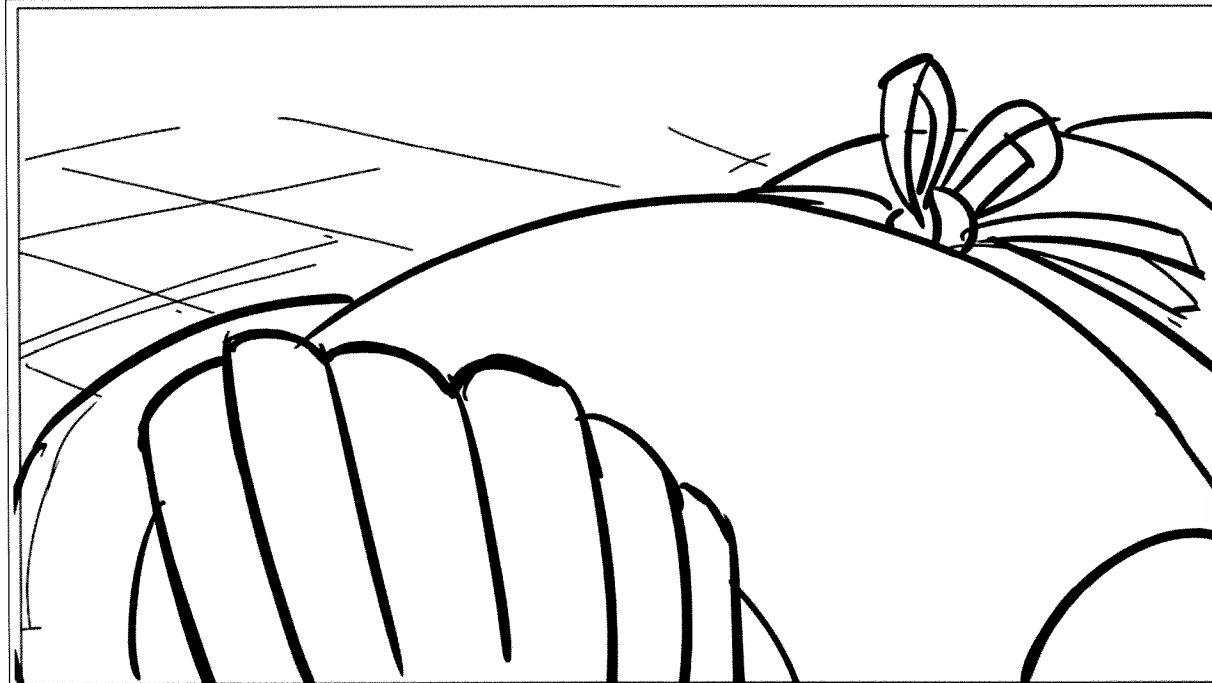
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Scene	Panel
146	CONT 4



Dialog
PEE DEE (Off-Screen): I HATE YOU, I'VE ALWAYS HATED YOU!

Scene	Panel
147	1



Slugging
0.04

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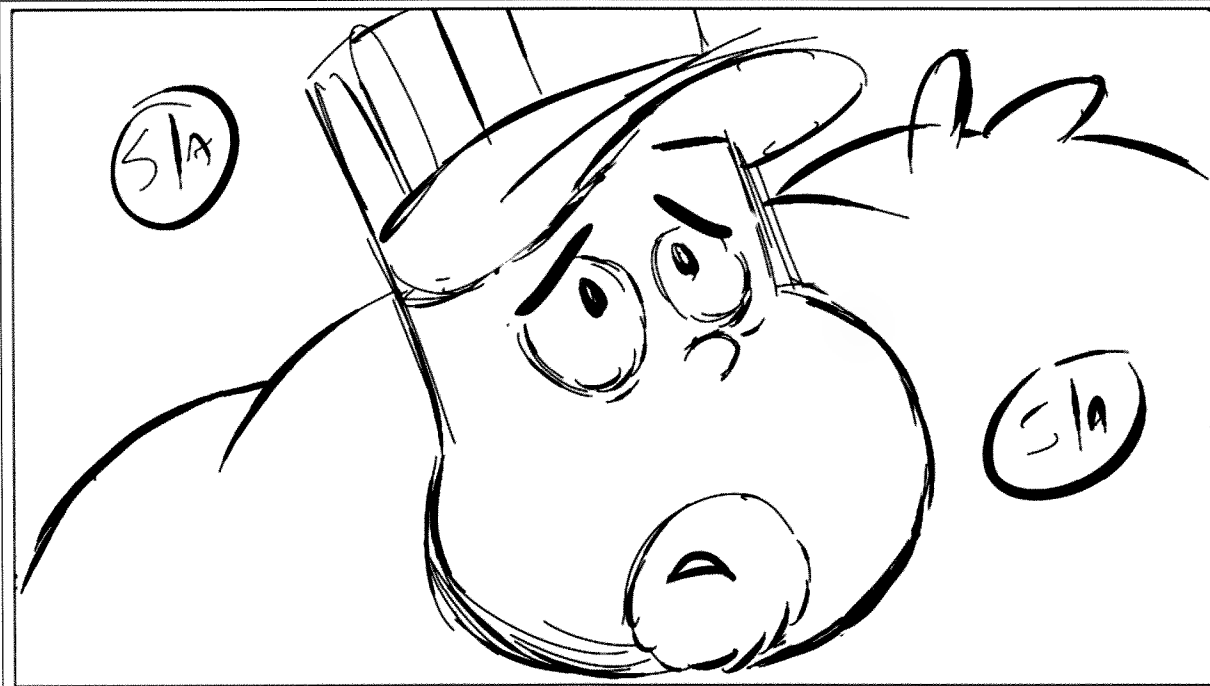
Scene	Panel	
	147	CONT 2



Dialog
FRYMAN: YOU'VE ALWAYS HATED FRYBO?

Slugging
3.01

Scene	Panel	
	147	CONT 3



Slugging
1.15

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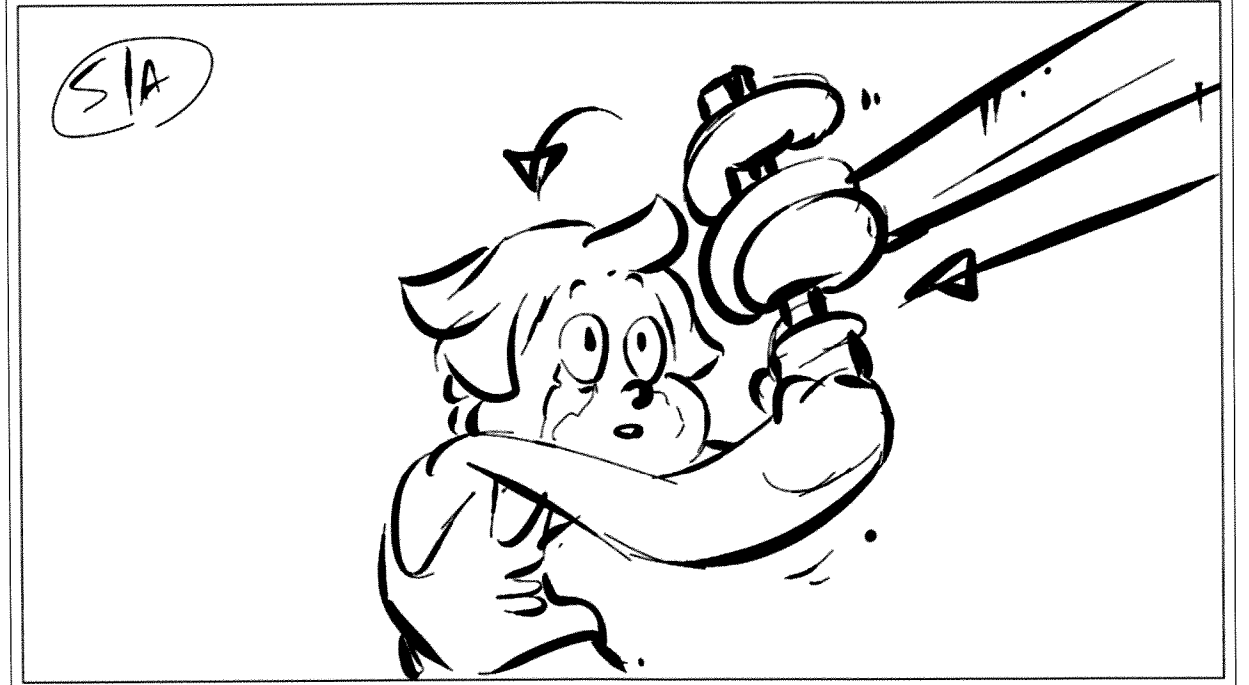
1020-008

Scene	Panel
148	1



Slugging
0.10

Scene	Panel
148	2



Slugging
0.12

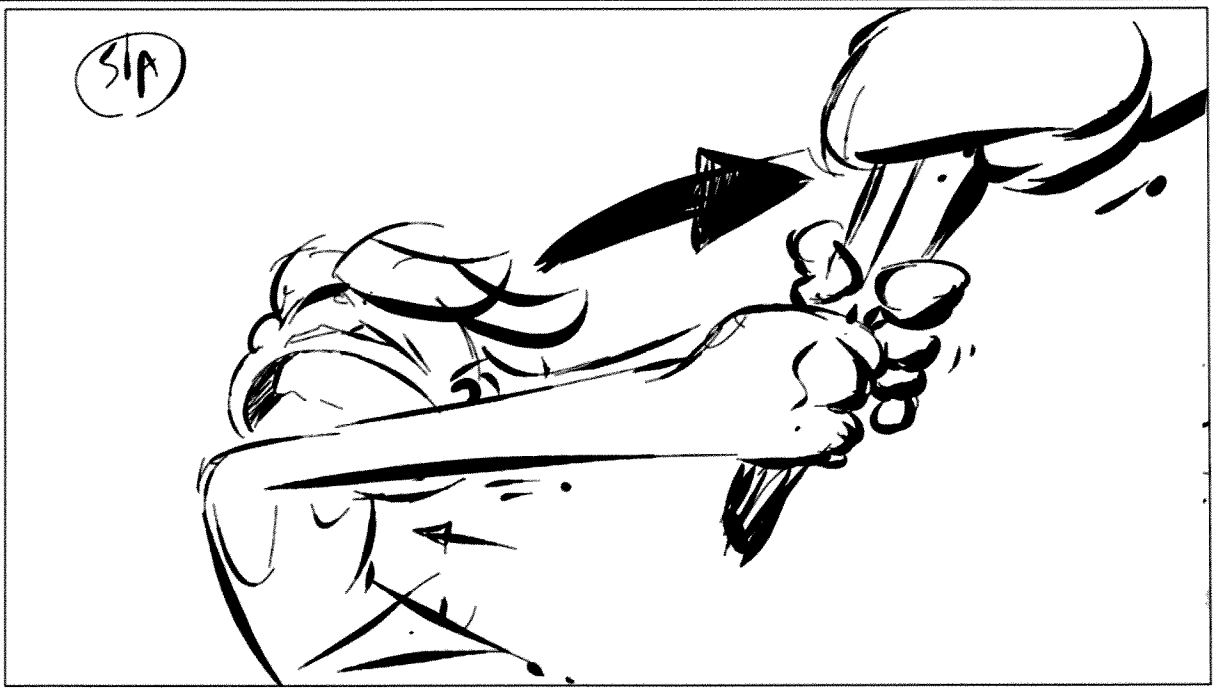
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1020-008

Scene	Panel
148	CONT3



Slugging
0.13

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1020 008

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1020 008

Scene

148

Panel
CONT

4

Slugging
ADJ: 0.10

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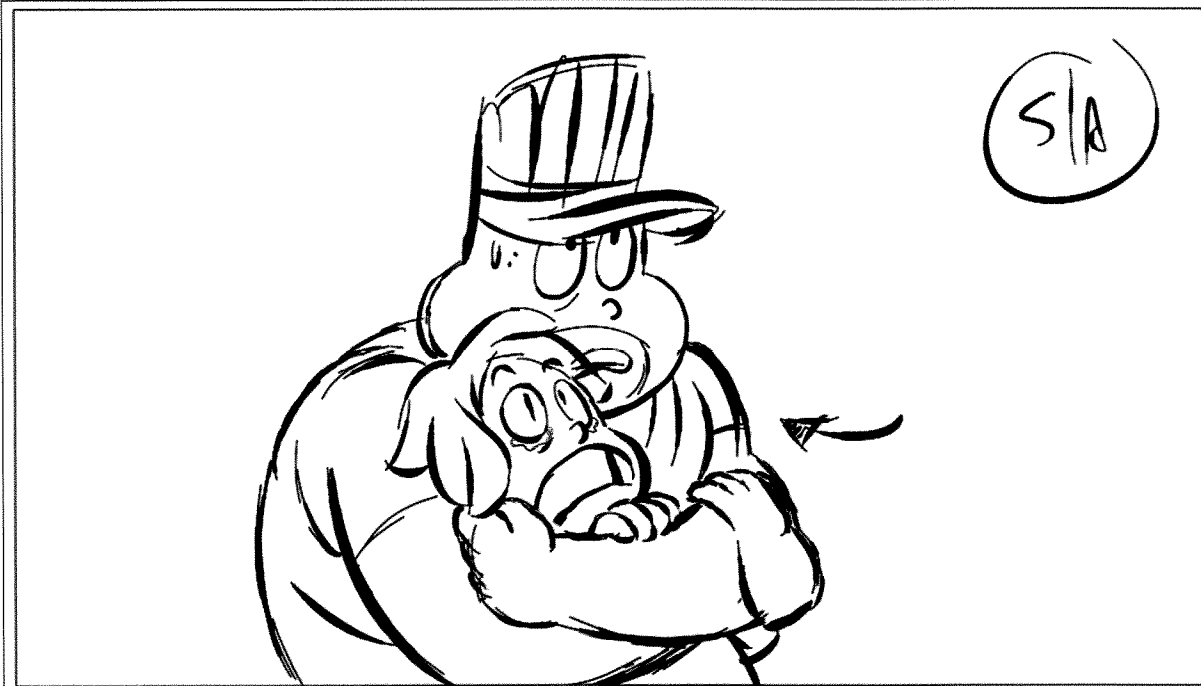
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Scene	Panel	
148	<i>CONT</i>	5



Slugging
1.11

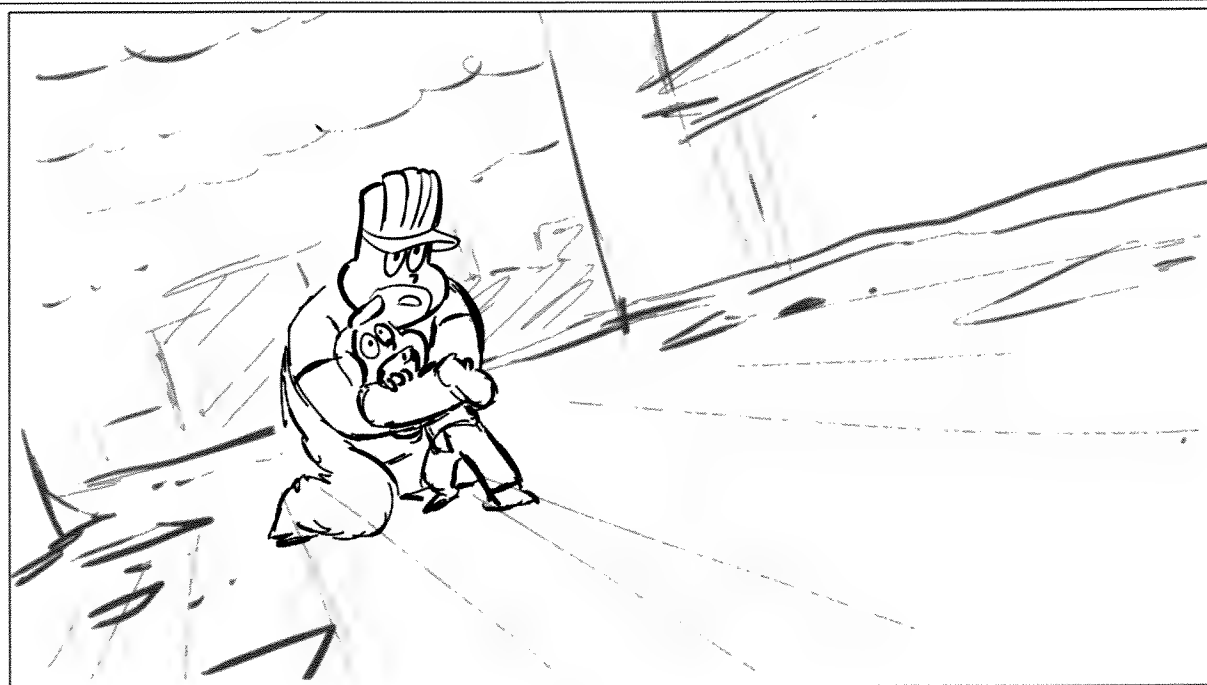
Scene	Panel	
148	<i>CONT</i>	6



Slugging
1.13

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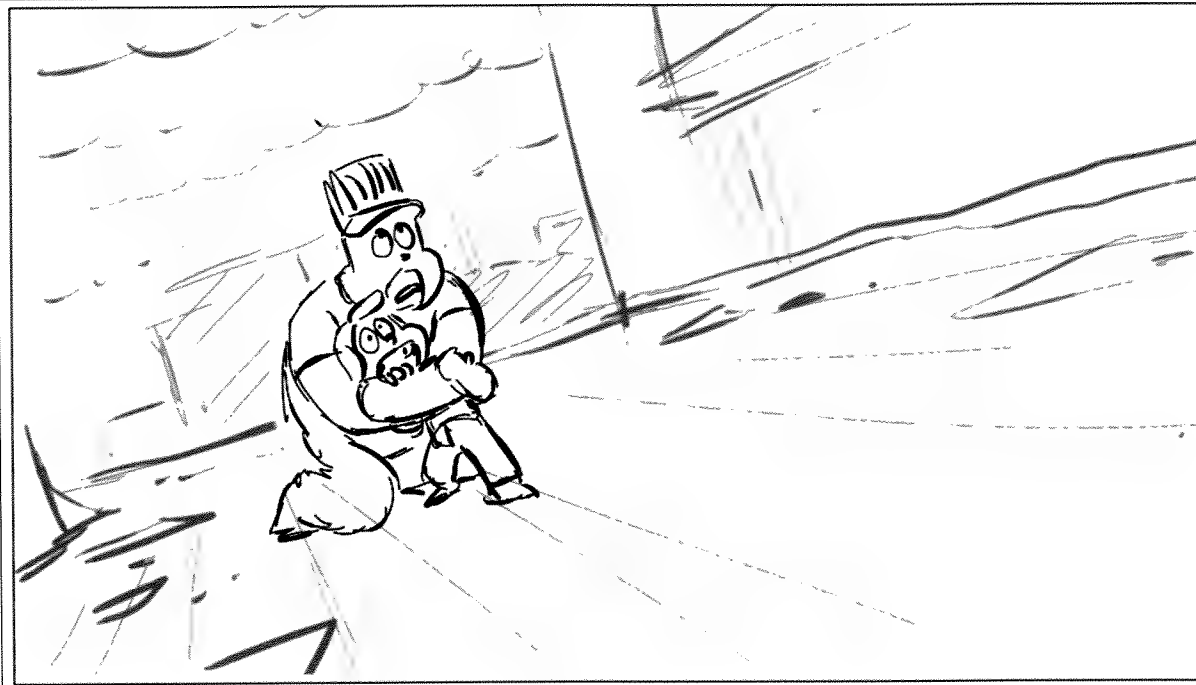
Scene	Panel
149	1



Slugging

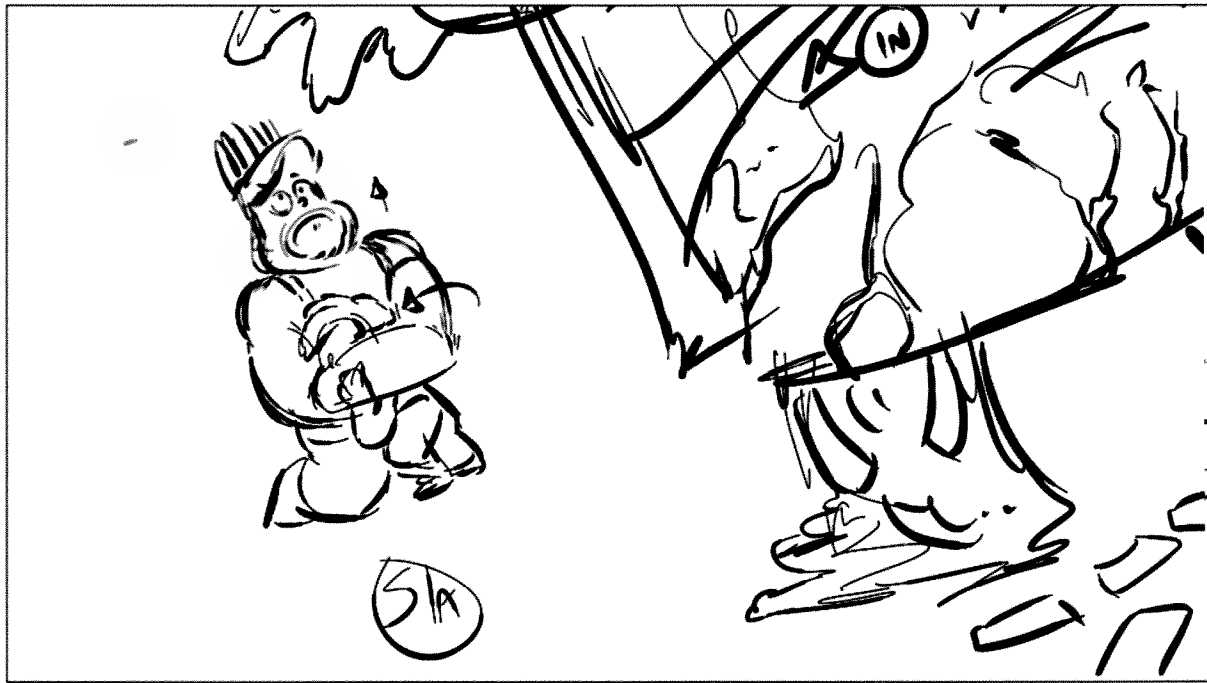
Panels 1 + 2 = 0.10

Scene	Panel
149	2



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Scene	Panel
149	3



Slugging
3.00

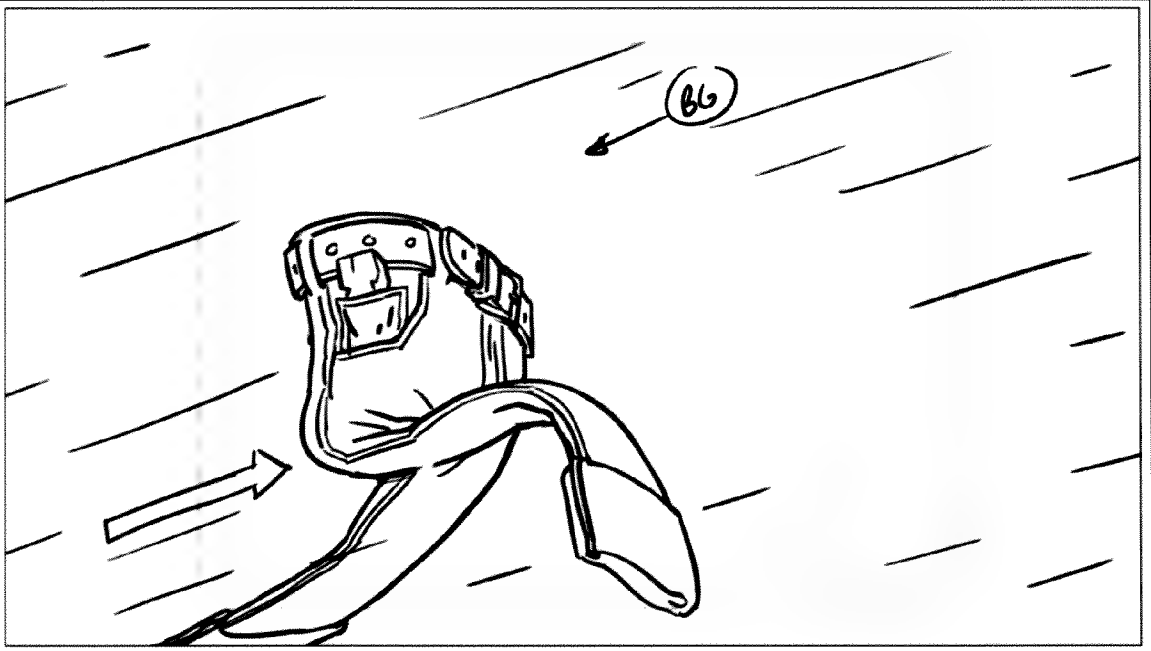
MAY 20 2013

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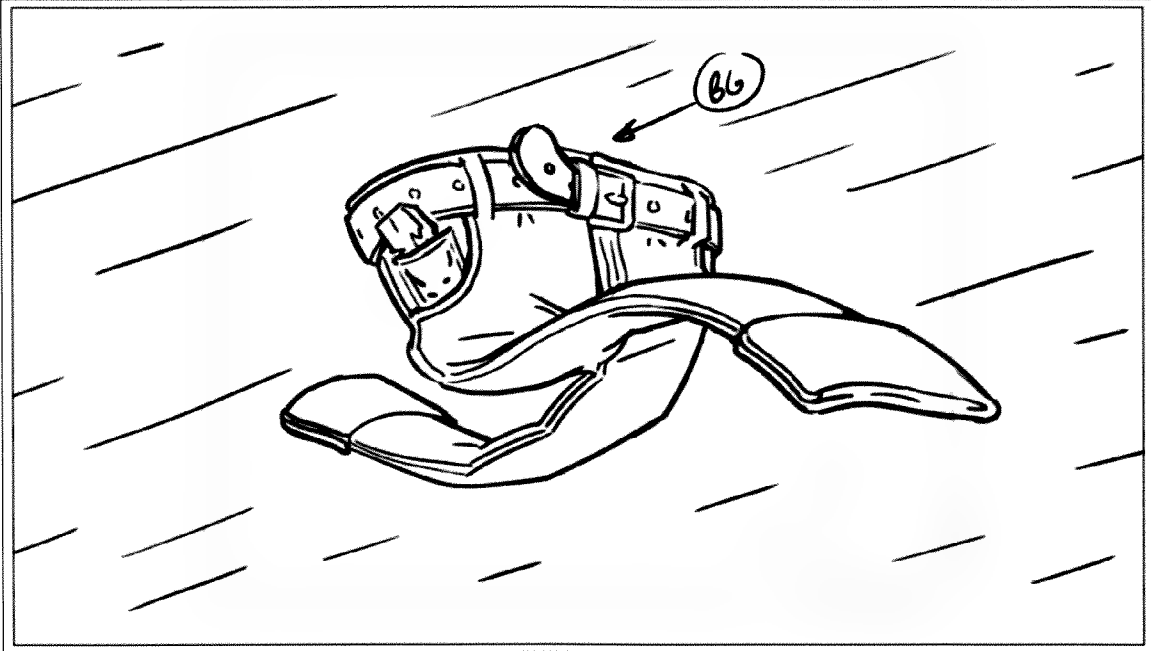
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Scene	Panel
150	1



Slugging
0.06

Scene	Panel
150	2



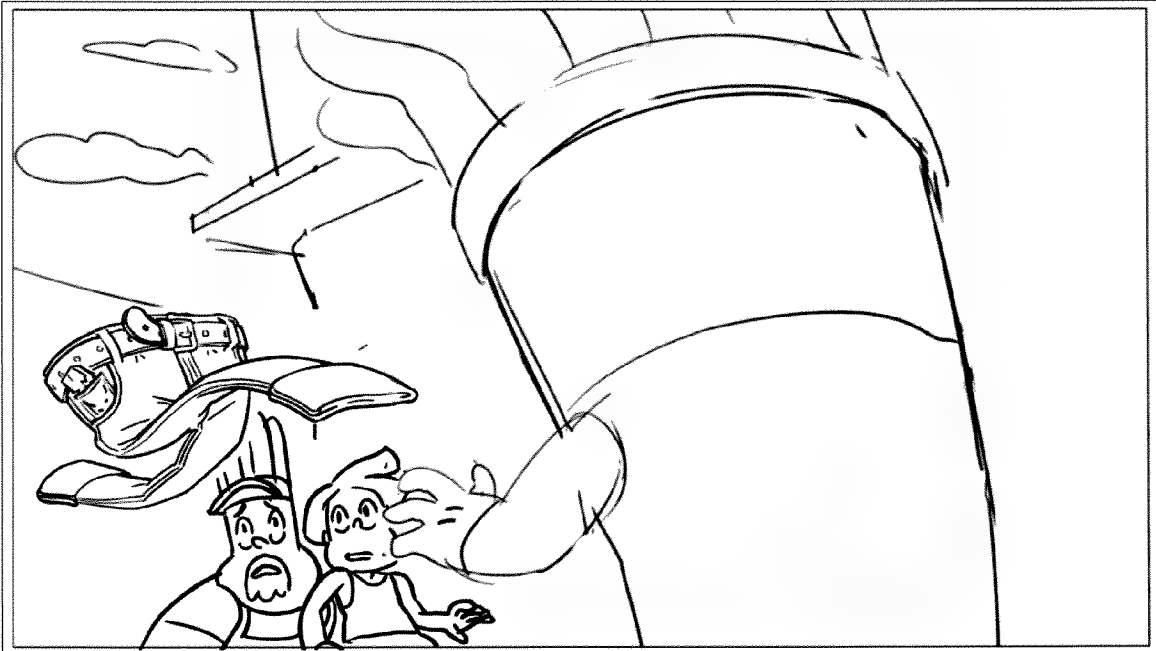
Slugging
2.11

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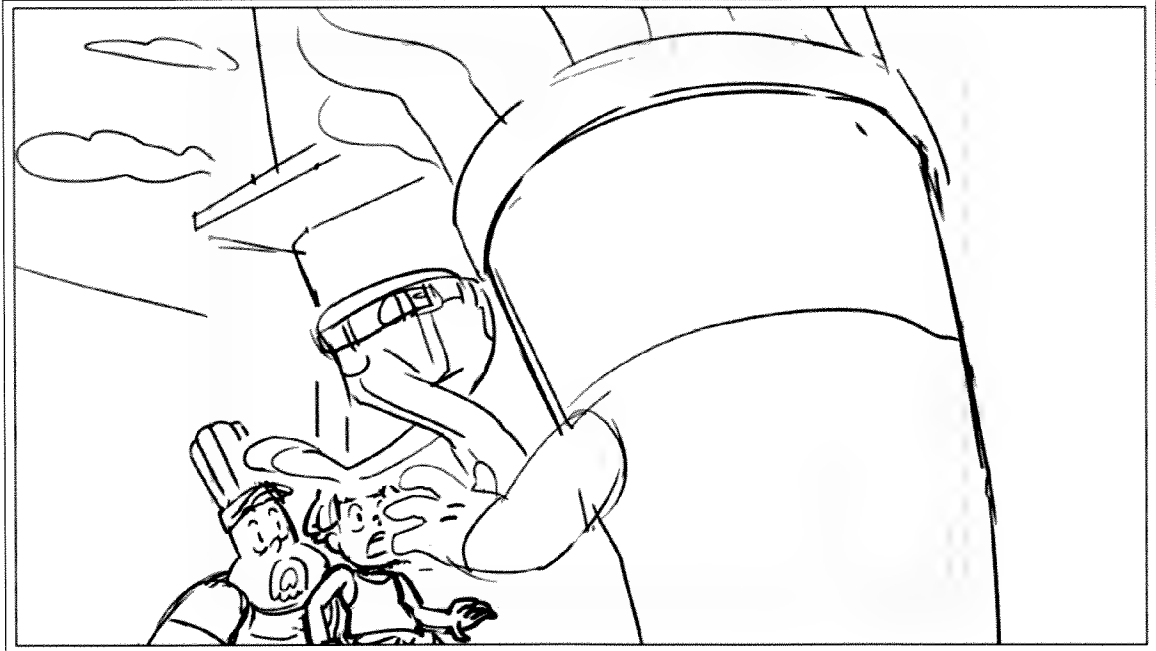
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Scene	Panel
151	1

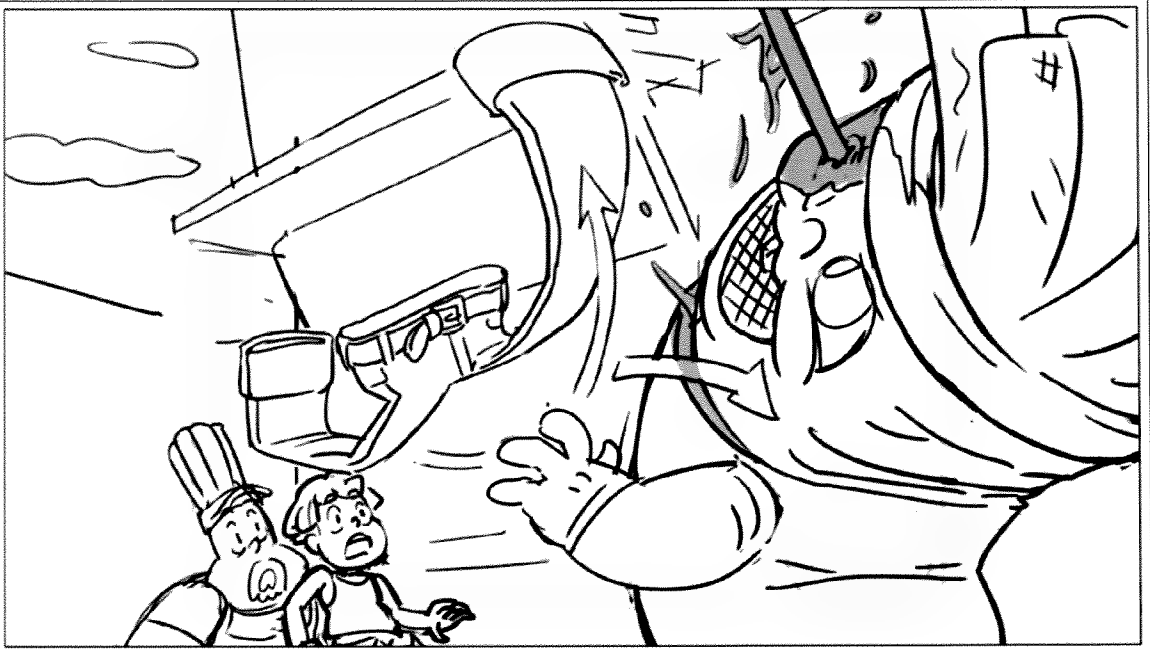


Scene	Panel
151	2



1020 008-Frybo SU_1020-008_Frybo

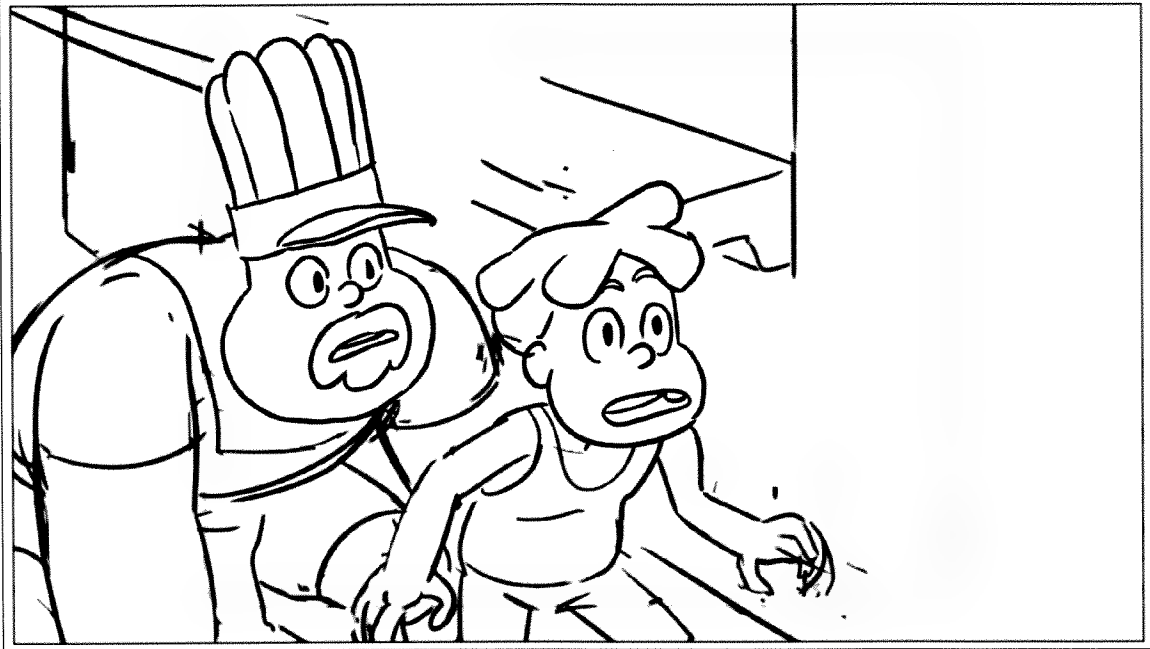
Scene 151 Panel 3
CONT



Action Notes
pants kick Frybo

Slugging
1.03

Scene 152 Panel 1



Dialog

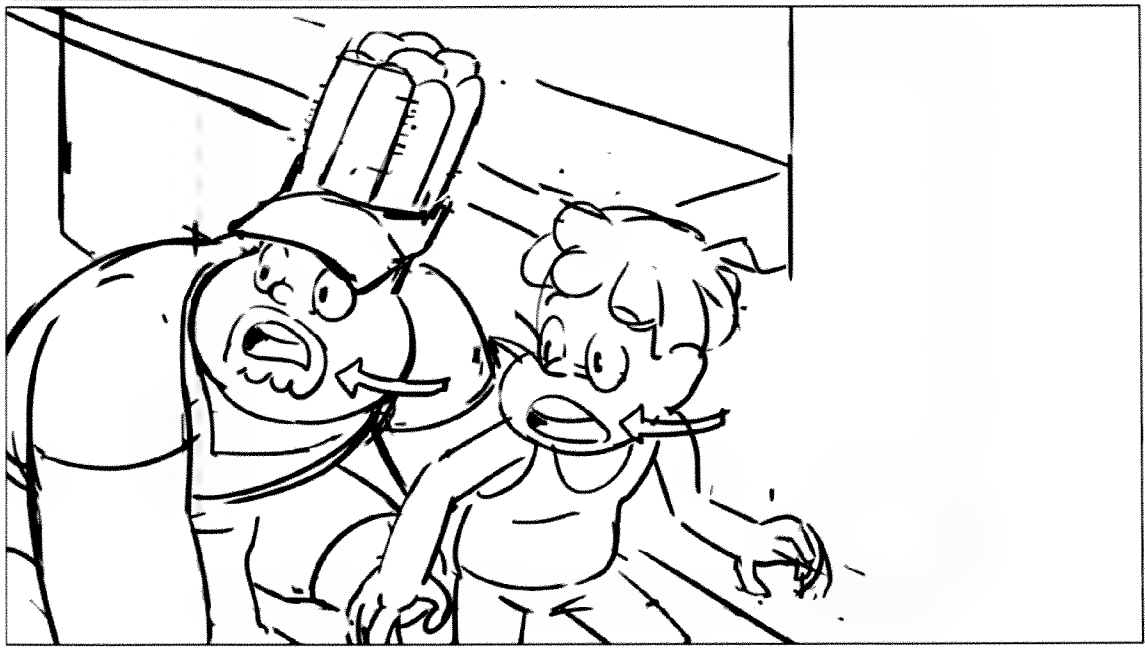
Slugging
Panels 1 + 2 = 1.14
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1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
152	CONT 2



Dialog

FRYMAN: STEVEN!!

PEE DEE: STEVEN!!

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Scene	Panel	
152	CONT	3
		
<p>Dialog</p> <p>PEARL: WHERE?!</p> <p>Action Notes</p> <p>PEARL comes into frame, camera starts to adjust left.</p> <p>MAY 20 2013</p>		
<p>Slugging</p> <p>Panels 3 + 4 = 1.11</p> <p>ADJ then HOLD.</p>		

Scene

Panel

152

CONT

4



Dialog

PEARL: WHERE?!

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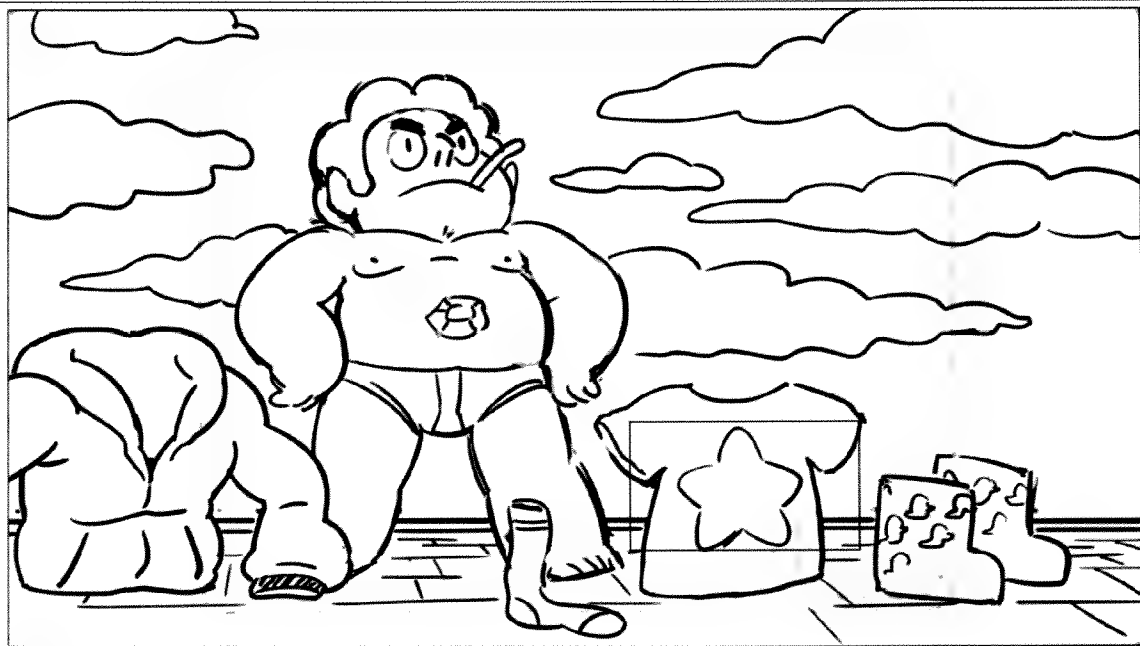
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1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
153	1



Slugging
Start - HOLD: 0.08
ADJ: 0.05
End - HOLD: 1.09

Scene	Panel
154	1



Dialog
STEVEN: YOUR MOVE,

Slugging
1.15

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Scene	Panel
154	CONT 2



Dialog
STEVEN: FRYBO.

Slugging
1.13

Scene	Panel
154	CONT 3



Slugging
0.04

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Scene

154

Panel

4

CONT



Action Notes

Steven flips fry with his tounge

Slugging

0.04

Scene

154

Panel

5

CONT



Slugging

0.04

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Scene	Panel	
	154	<i>CONT</i>
		6



Slugging
0.10

Scene	Panel	
	154	<i>CONT</i>
		7



Action Notes
Repeat panels 7 to 9 x 2

Slugging
Panels 7 to 9 = 1.02

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1020 . 008

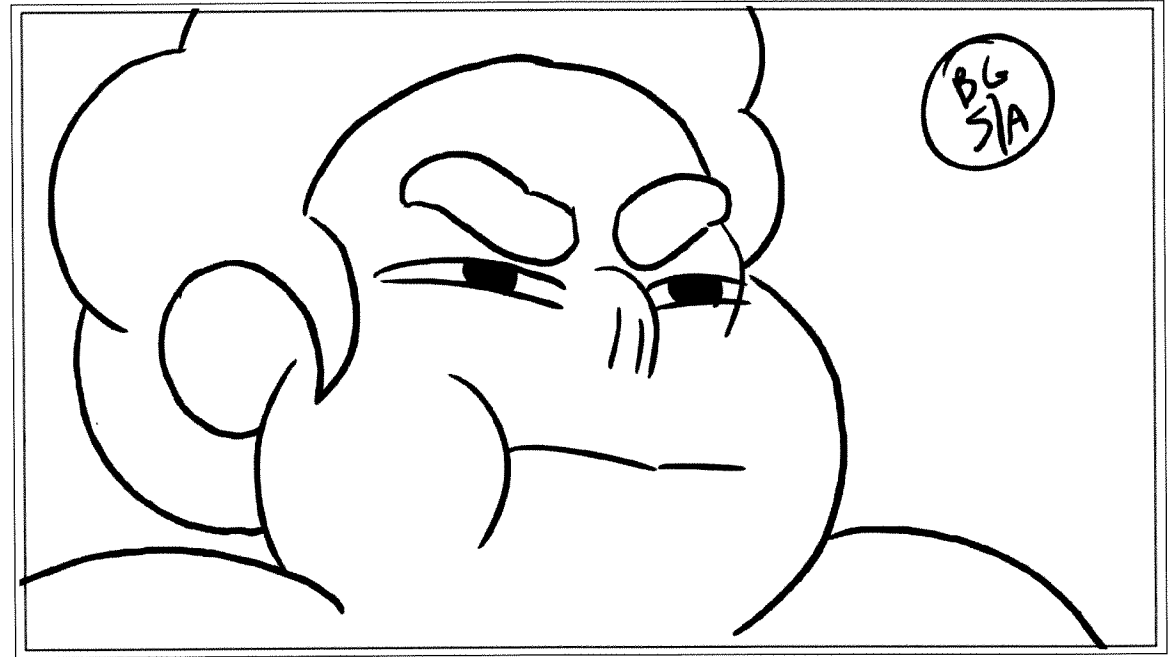
1020 . 008

1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
154	CONT 8



Scene	Panel
154	CONT 9



Action Notes
Steven eats fry

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1020 008-Frybo SU_1020-008_Frybo

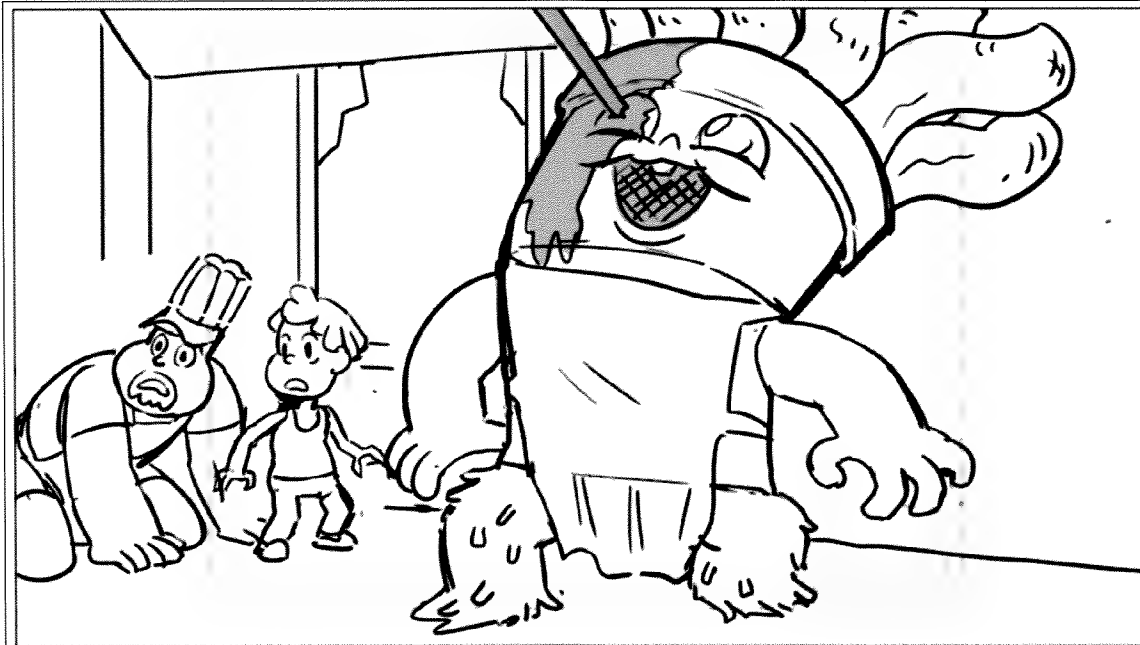
Scene	Panel
155	1



Action Notes
Frybo recovers from pants kick

Slugging
Panels 1 + 2 = 2.01

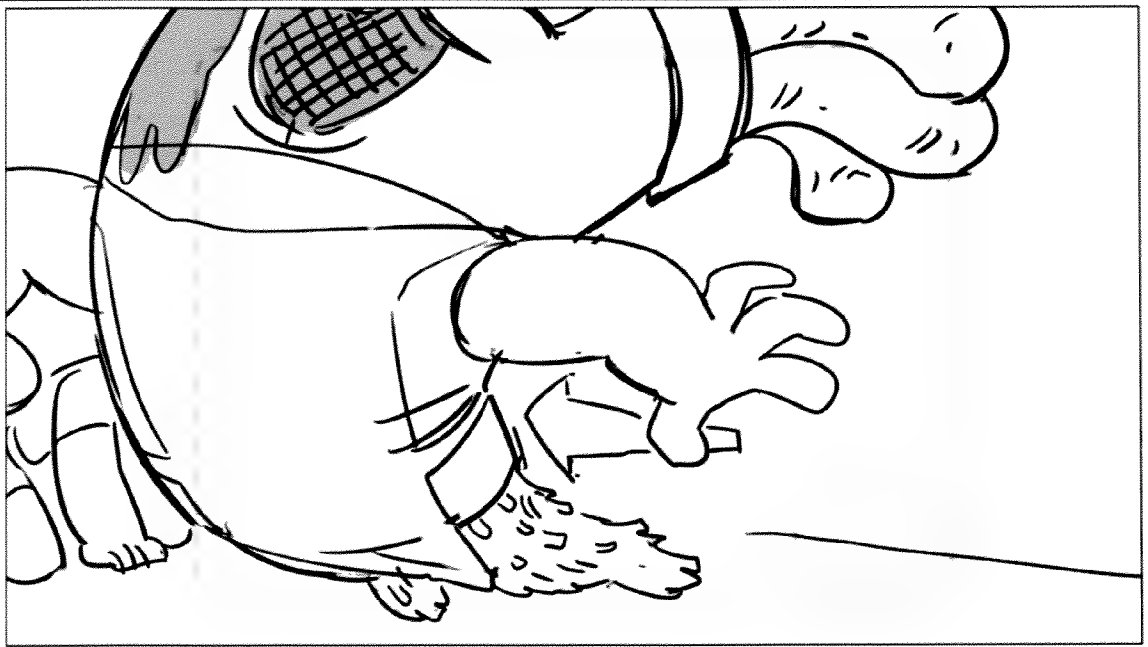
Scene	Panel
155	2



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1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
155	CONT 3



Action Notes
Frybo jumps towards steven

Slugging
0.15

Scene	Panel
156	1



Dialog
STEVEN: A...

Slugging
0.08



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1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
156	<i>CONT</i> 2



Dialog

STEVEN: ...TTACK!!

Slugging

0.15

Scene	Panel
156	<i>CONT</i> 3



Action Notes

clothes fly towards frybo

Slugging

0.14

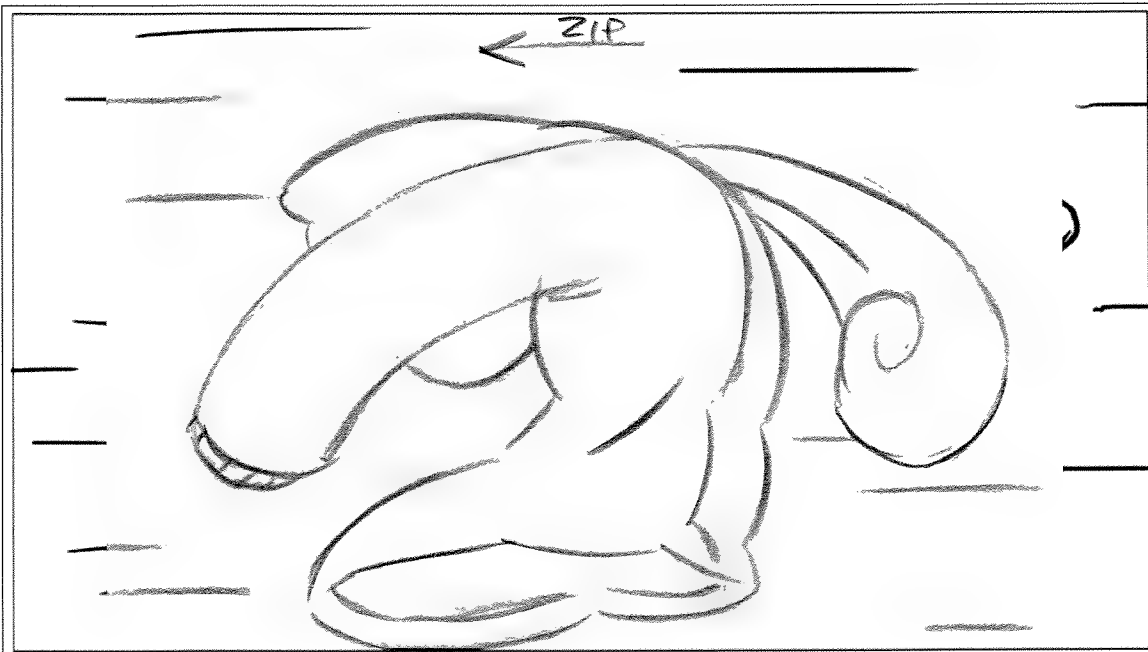
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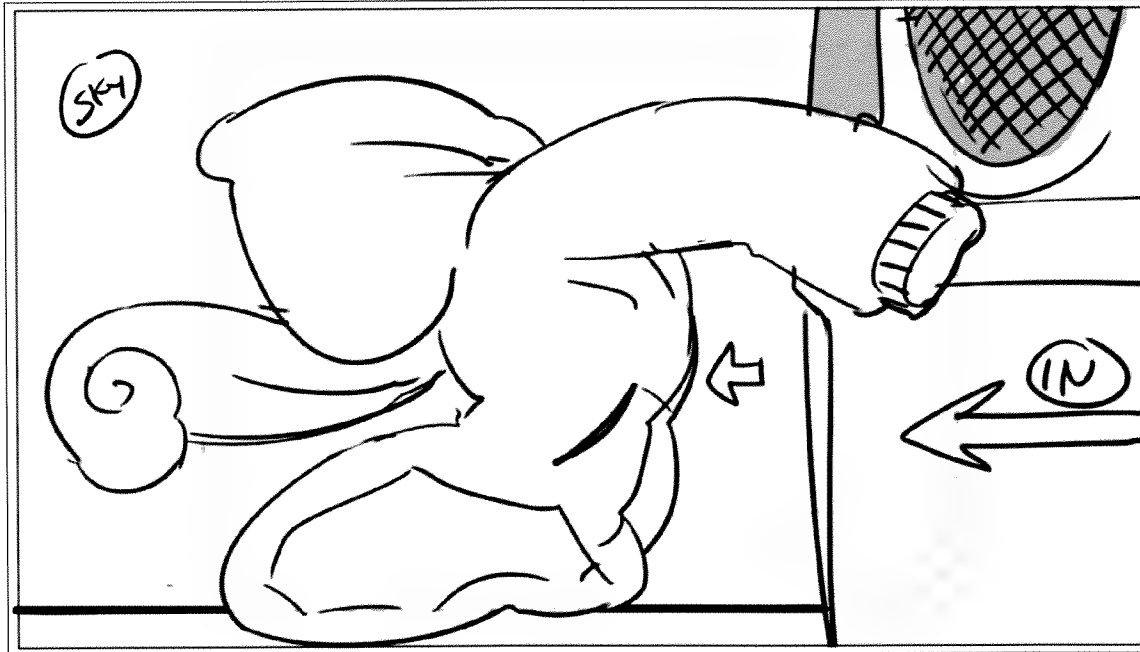
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Scene	Panel
156_A	1



Slugging
1.09

Scene	Panel
156_A	cont 2



Slugging
0.06

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1020 008-Frybo SU_1020-008_Frybo

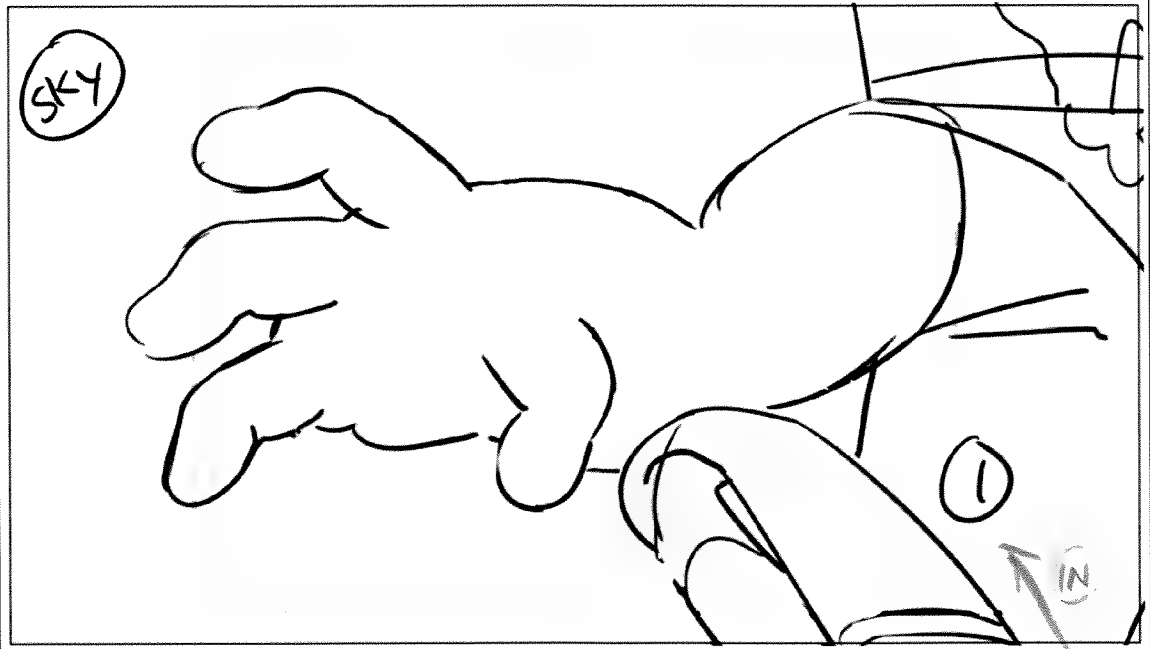
Scene	Panel
156_A	3



Action Notes
Sweater punches frybo

Slugging
0.13

Scene	Panel
157	1



Slugging
0.05

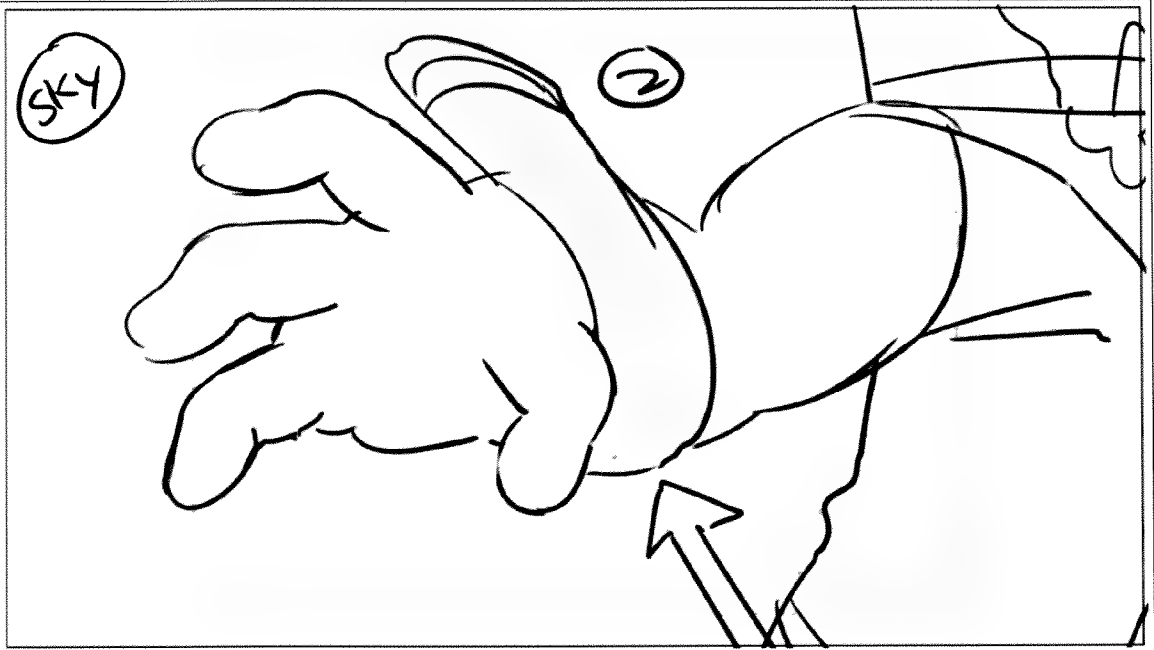
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1020.008

1020.008

Scene	Panel
157	CONT 2



Action Notes
sock wraps around Frybo's arm

Slugging
0.15

Scene	Panel
158	1





Slugging
0.06

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Scene	Panel
158	2
cont	
	
<p>Action Notes</p> <p>boots step on frybo's foot</p>	
<p>Slugging</p> <p>0.14</p>	

Scene	Panel
159	1
	
<p>Slugging</p> <p>0.06</p>	
<p>MAY 20 2013</p>	

1020.008

1020.008

1020.008

1020 008-Frybo SU_1020-008_Frybo

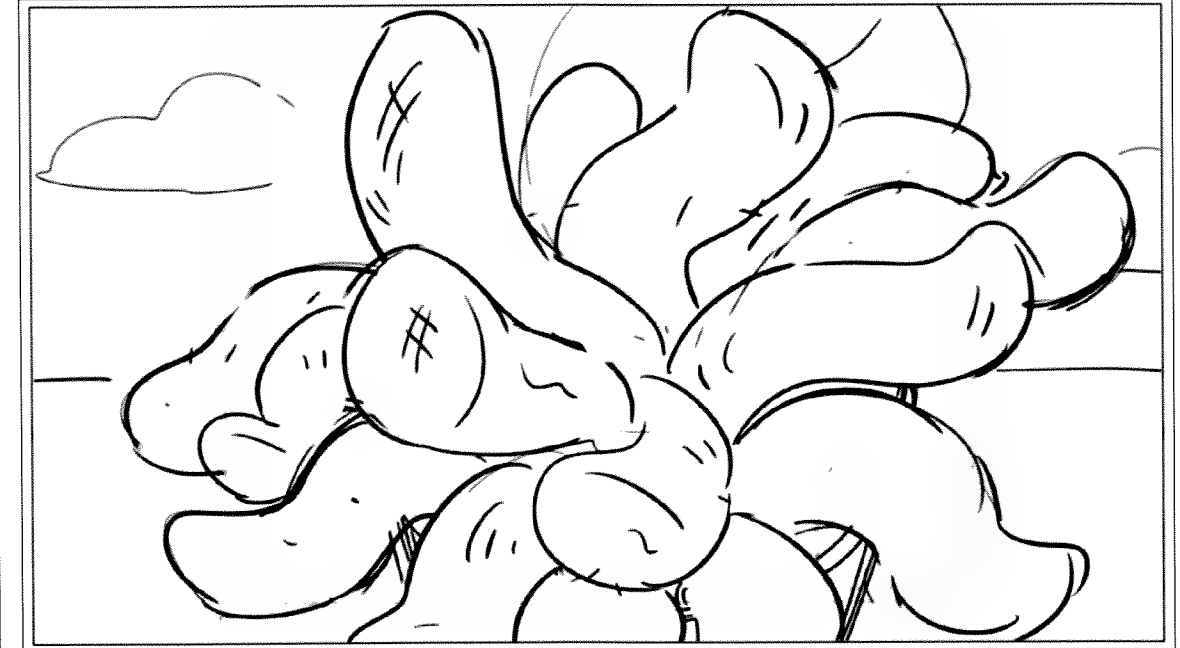
Scene	Panel
159	2



Action Notes
Shirt bites Frybo's butt

Slugging
0.12

Scene	Panel
160	1



Slugging
0.06

MAY 20 2013

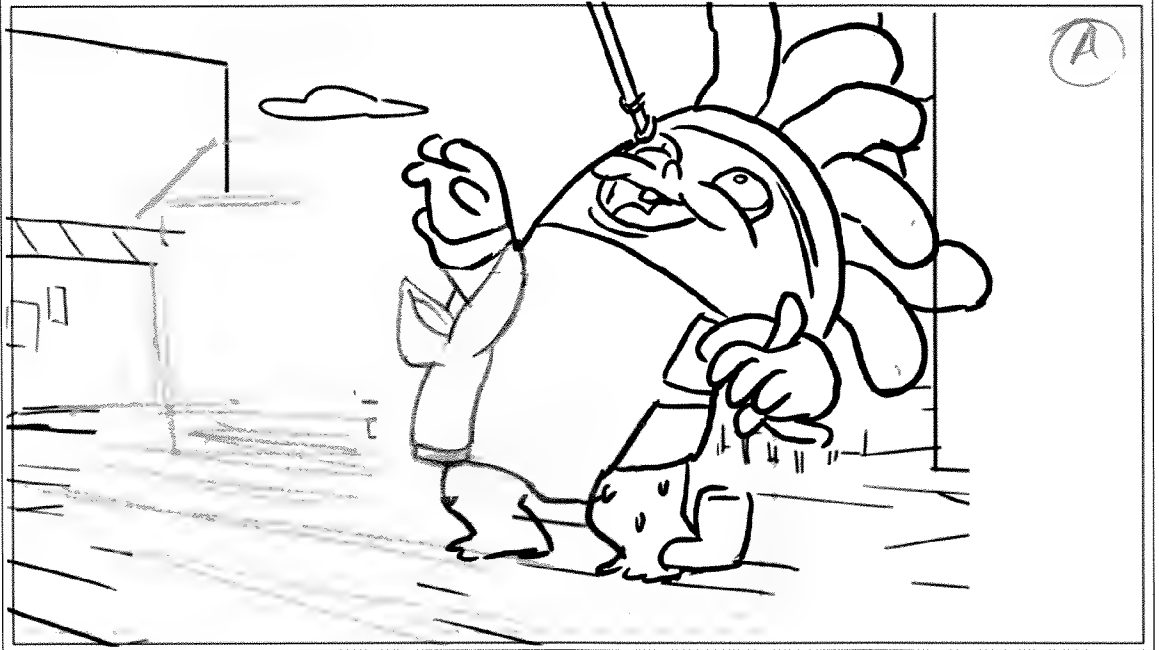
Scene	Panel
160	2



Action Notes
Frybo recoils in pain

Slugging
2.11

Scene	Panel
161	1



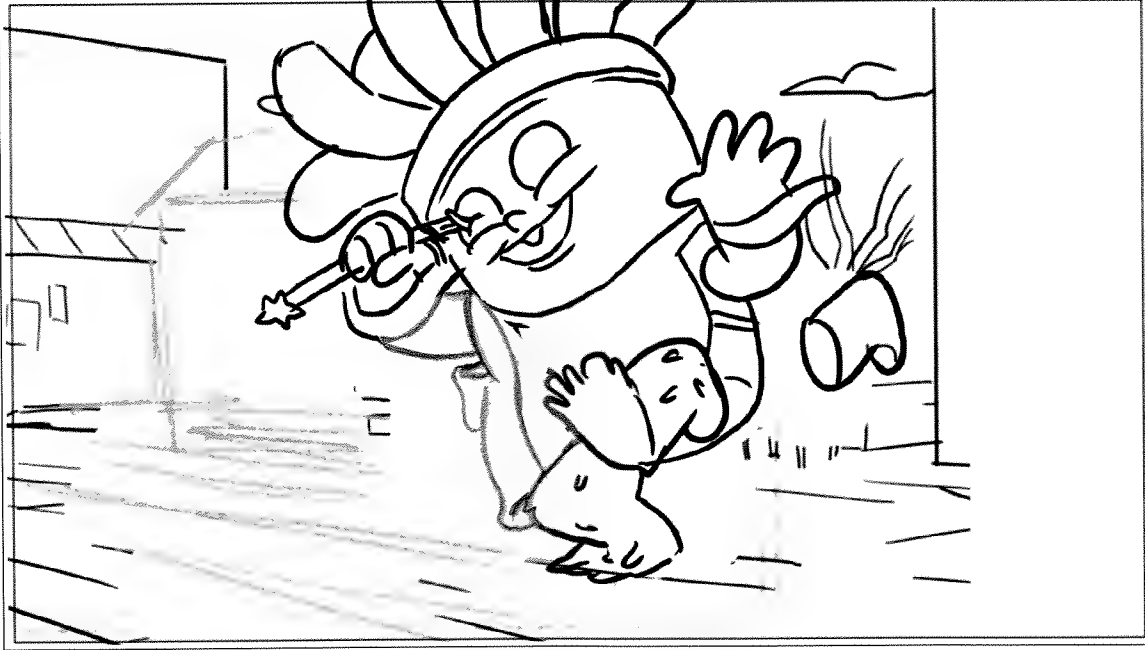
Slugging
Panels 1 + 2 = 0.10

MAY 20 2013

Scene 161 Panel 2
CONT



Scene 161 Panel 3
CONT




Slugging
0.09

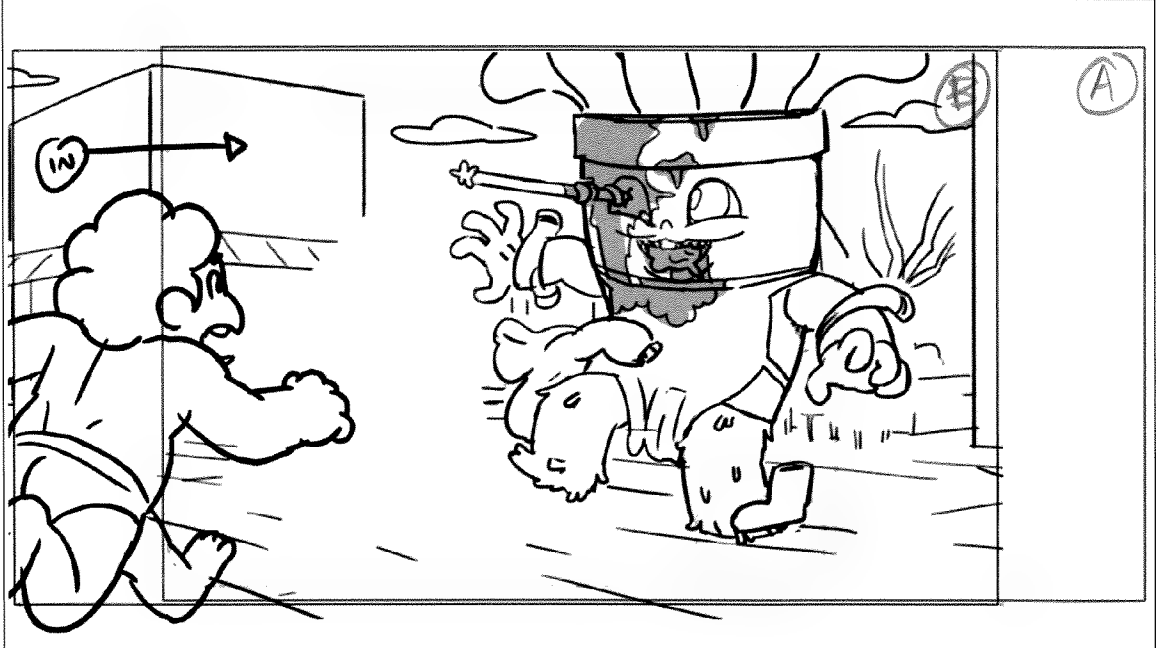
MAY 20 2013

1020.008

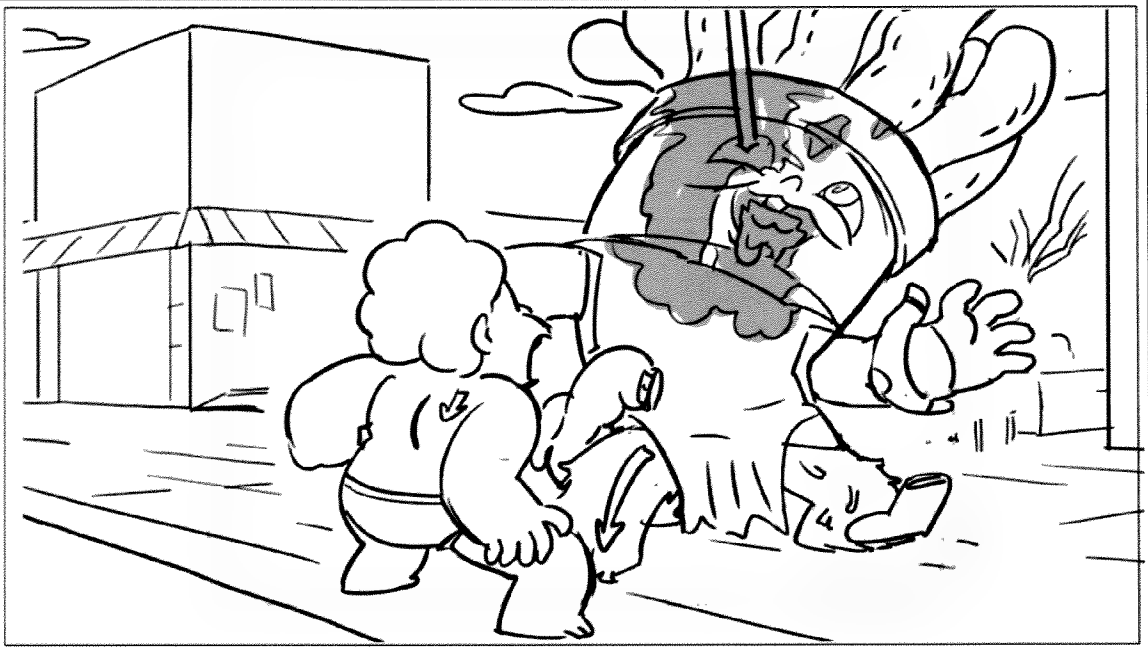
1020.008

1020.008

Scene	Panel	
	161	4
CONT		
		
<p>Action Notes</p> <p>Frybo shakes off clothes</p>		
<p>Slugging</p> <p>0.10</p>		

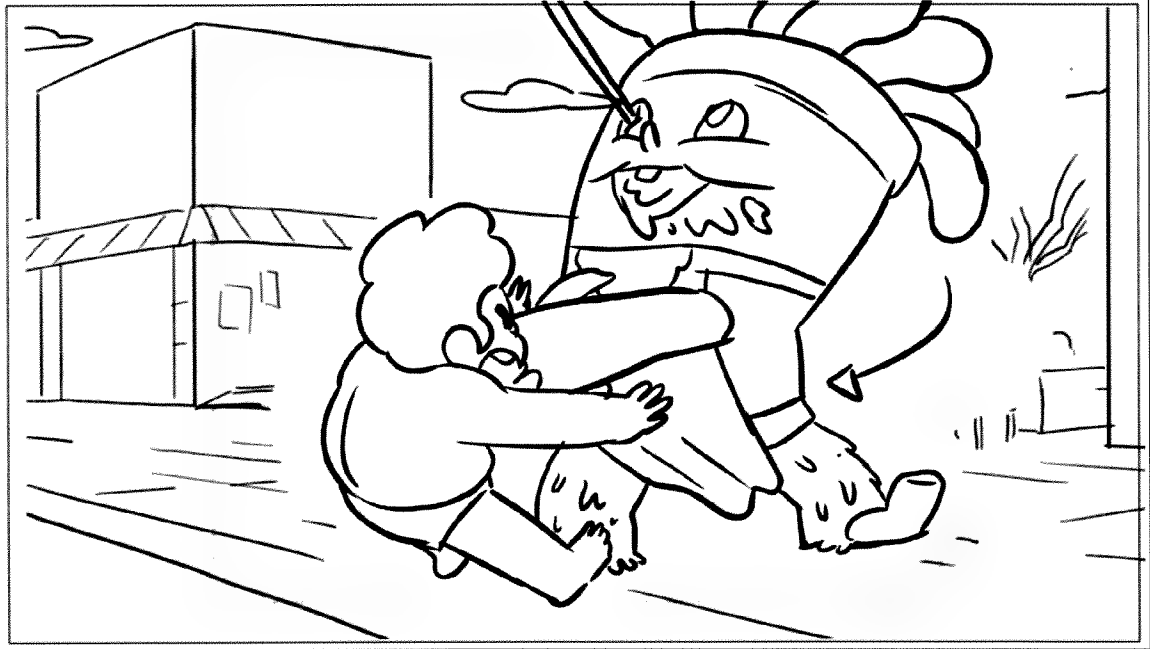
Scene	Panel	
	161	5
CONT		
		
<p>Action Notes</p> <p>Clothes fly back to Frybo</p> <p>Steven runs in</p>		
<p>Slugging</p> <p>1.01</p> <p>MAY 20 2013</p> <p>ADJ then HOLD.</p>		

Scene 161 *cont* Panel 6



Slugging
0.09

Scene 161 *cont* Panel 7



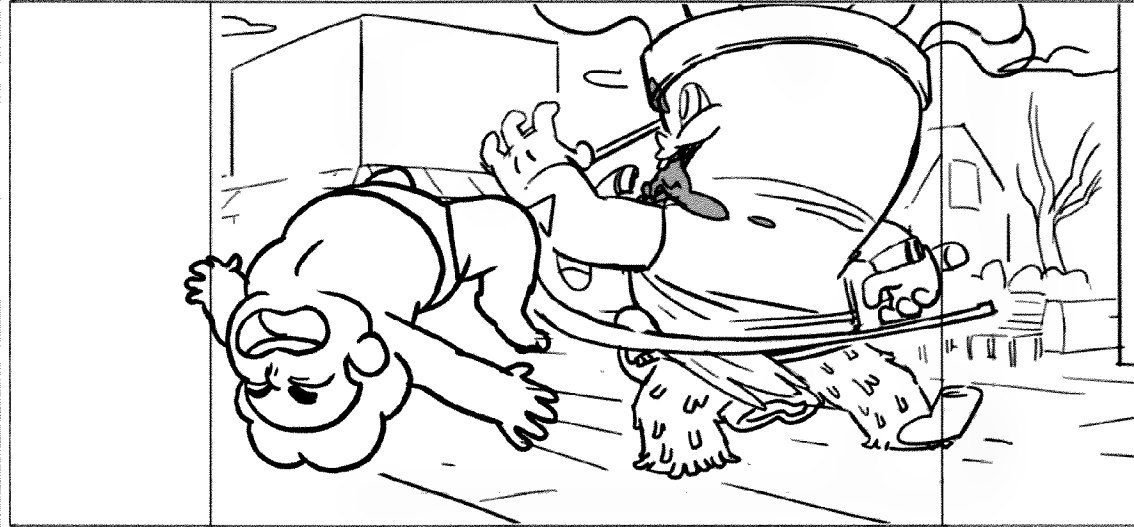
Slugging
Panels 7 + 8 = ADJ 0.04

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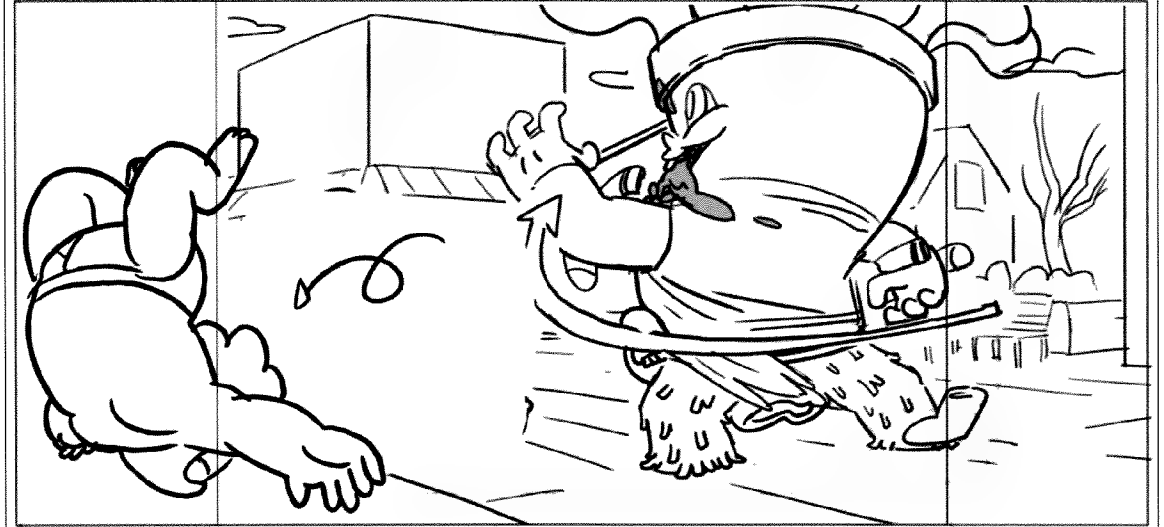
1020.008

Scene	Panel	
161	CONT	8



Action Notes
Frybo punches Steven

Scene	Panel	
161	CONT	9



Slugging
0.04

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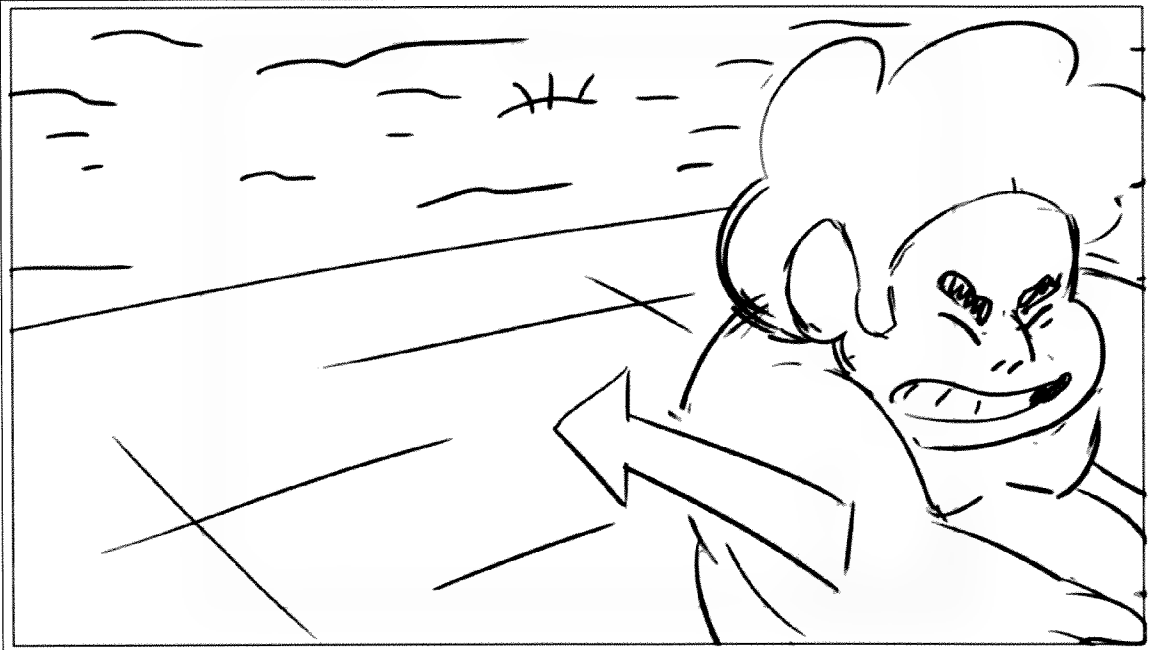
Scene	Panel
162	1



Action Notes
STEVEN flips into frame.

Slugging
0.04

Scene	Panel
162	2



Slugging
0.04

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1020.008

Scene	Panel
162	CONT 3



Action Notes
STEVEN hits the ground.

Slugging
ADJ: 0.11

Scene	Panel
162	CONT 4



Slugging
0.14

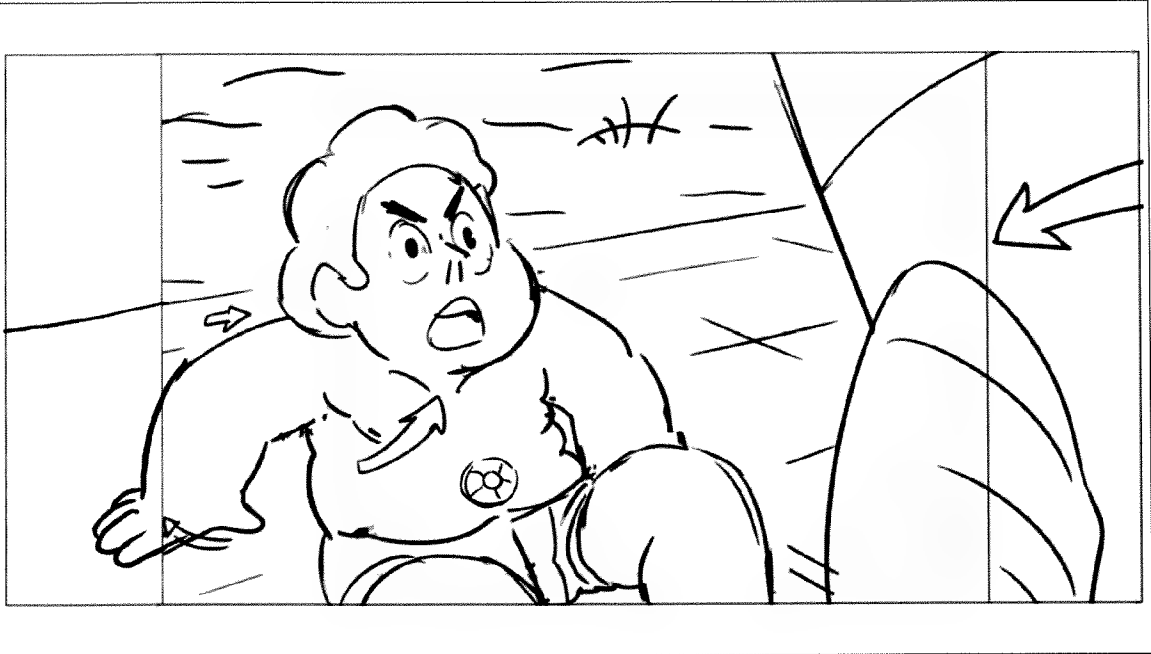
MAY 20 2013

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Scene	Panel
162	5

CONT



Dialog

STEVEN: I DIDN'T WANT TO DO THIS...

Slugging

ADJ: 2.05

Scene	Panel
163	1



Dialog

STEVEN: ...BUT YOU LEAVE ME NO CHOICE!

Slugging

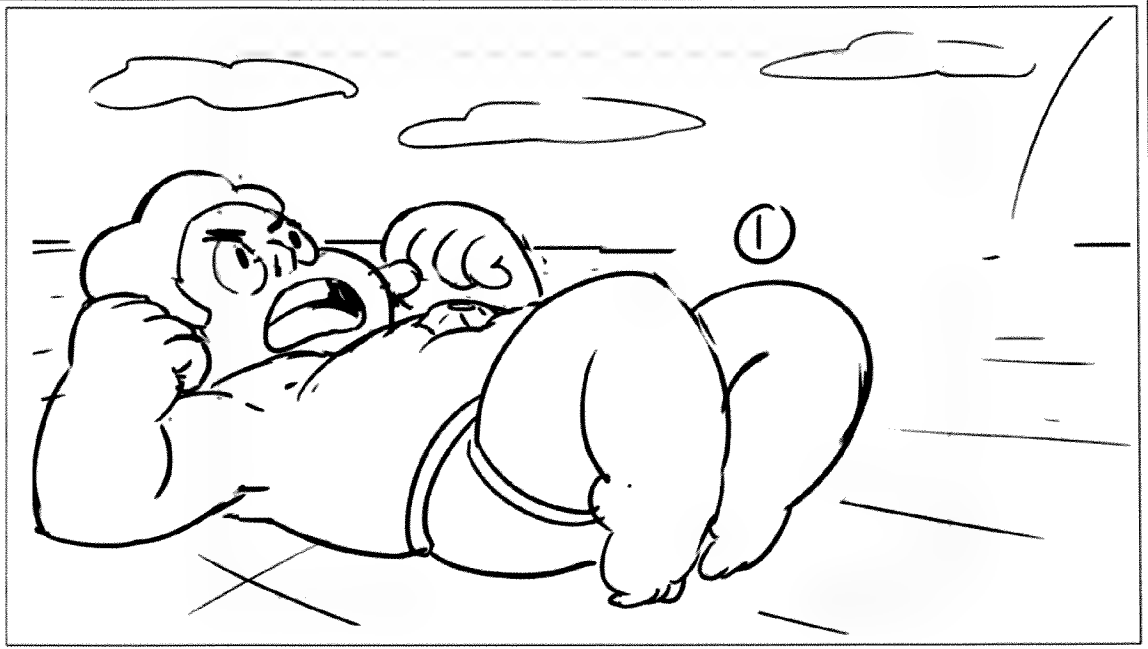
3.02

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1020-008

1020-008

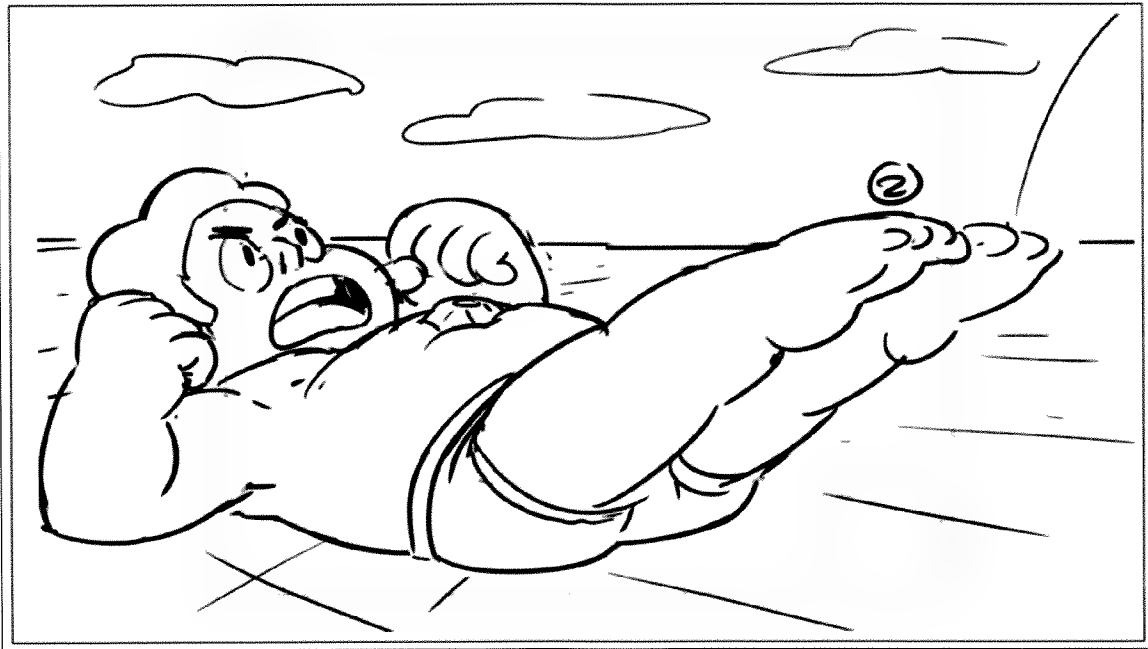
Scene 164 Panel 1



Dialog
STEVEN: UNDERWEAR!

Slugging
0.08

Scene 164 Panel 2



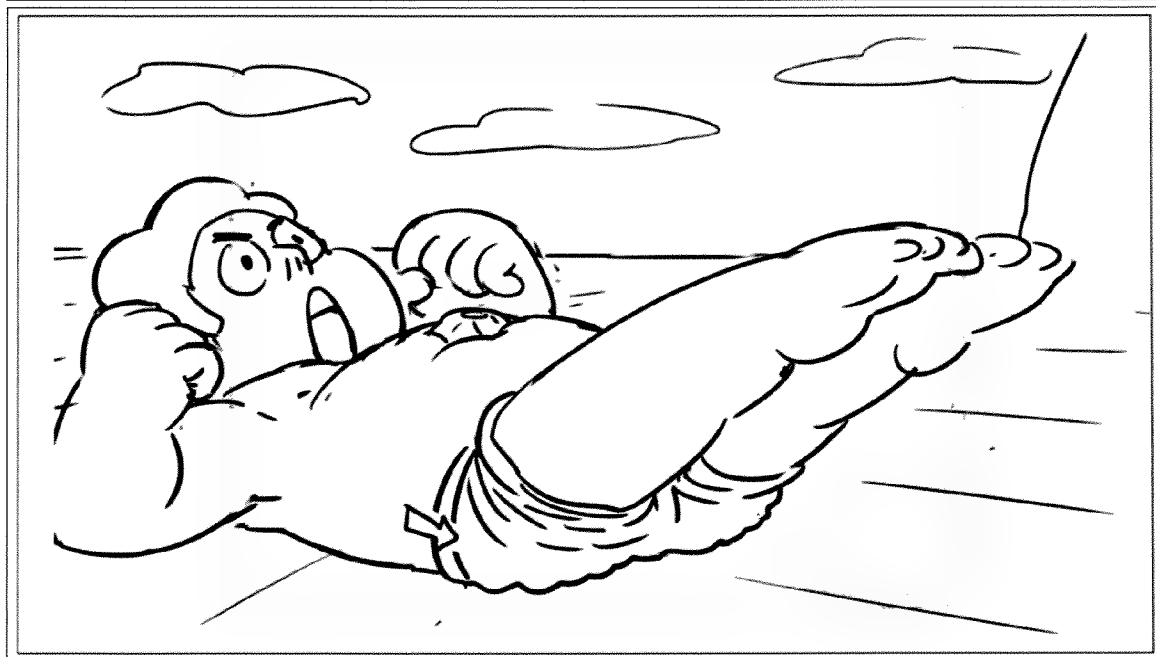
Slugging
1.06

MAY 20 2013

1020.008

1020.008

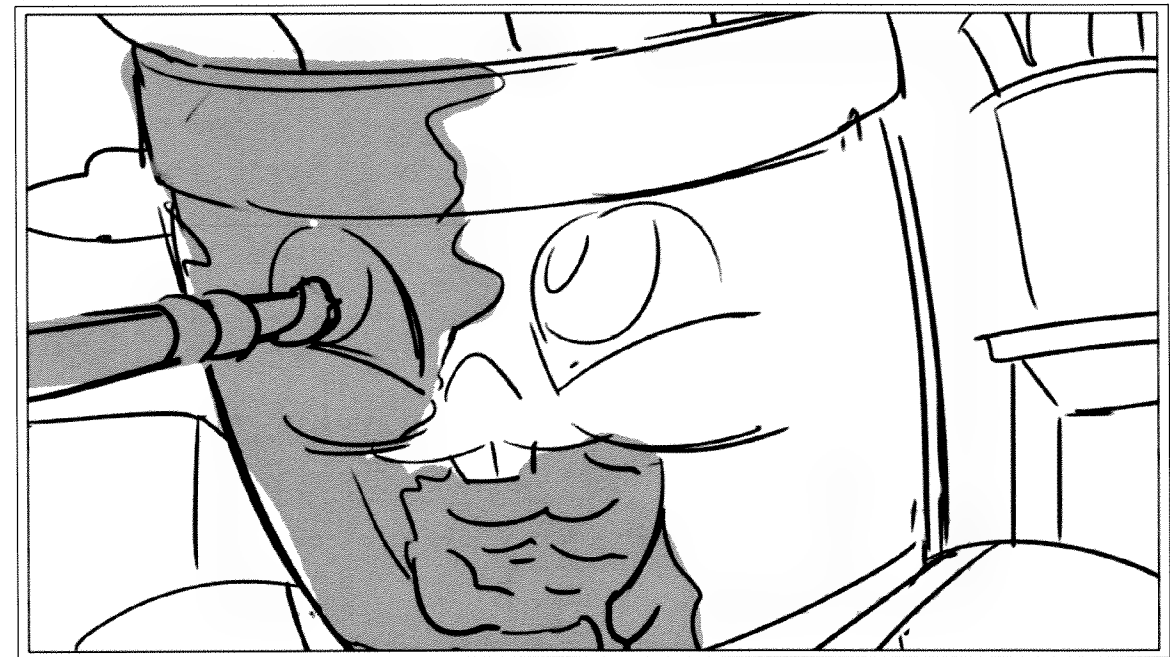
Scene	Panel
164	3



Dialog
STEVEN: GO!!

Slugging
1.00

Scene	Panel
165	1



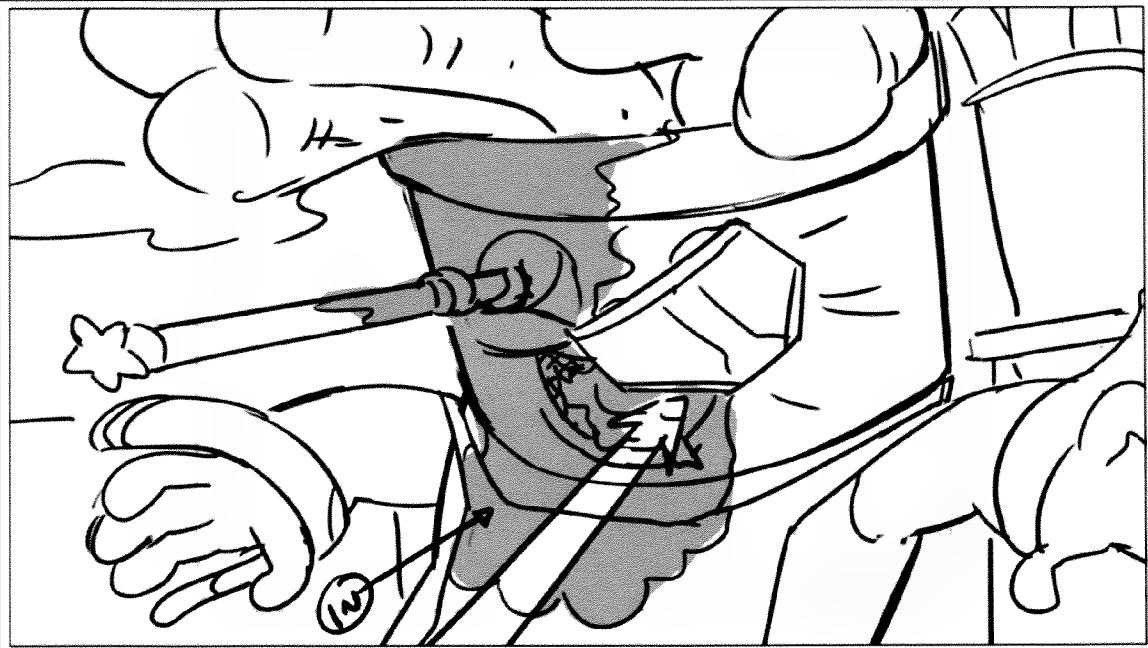
Slugging
0.10

MAY 20 2013

1020.008

1020.008

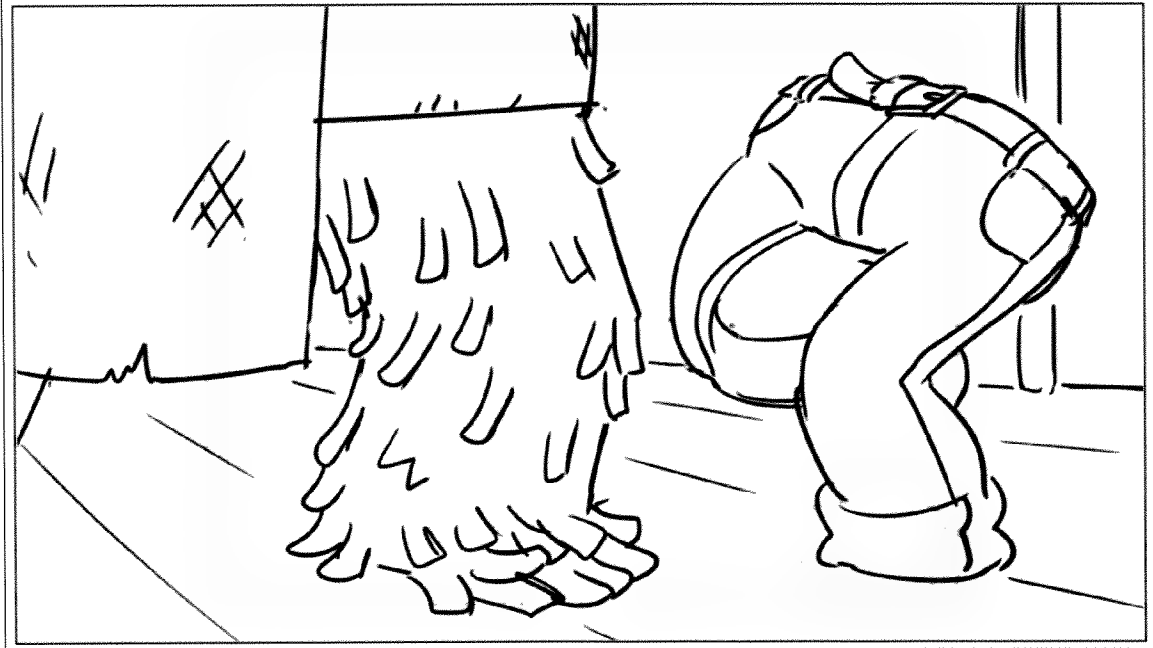
Scene	Panel
165	2



Action Notes
underwear hits Frybo in the face

Slugging
1.01

Scene	Panel
166	1





Slugging
0.05

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1020-008

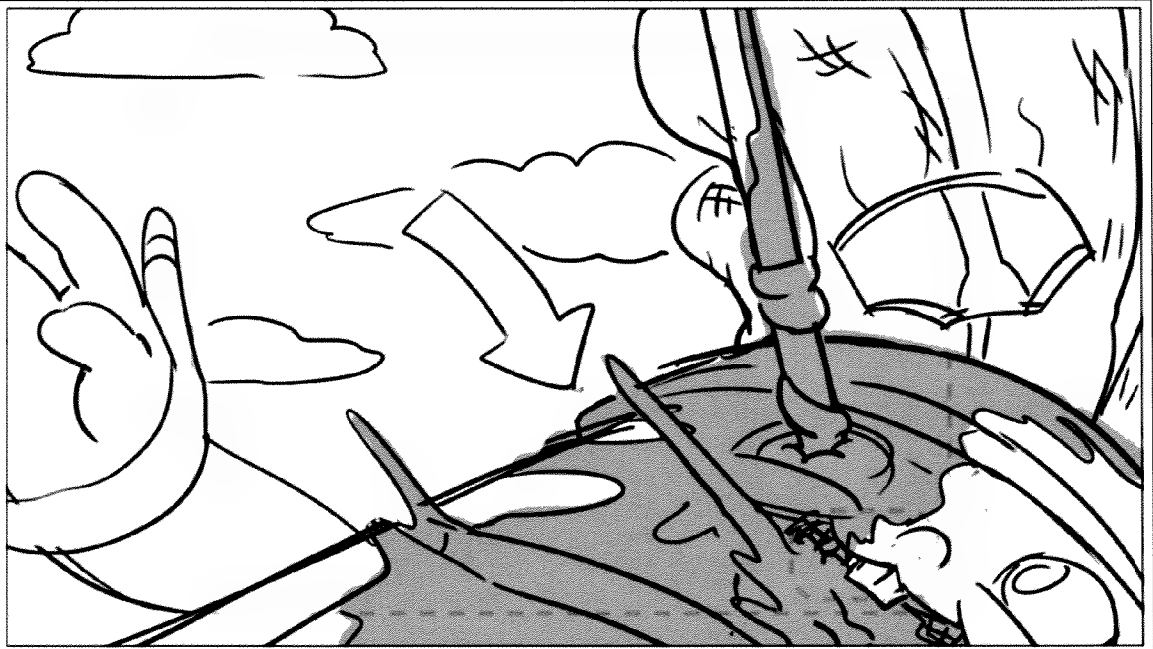
1020-008

Scene	Panel
166	2
CONT	
	
<p>Action Notes</p> <p>Pants pick out Frybo's leg</p>	
<p>Slugging</p> <p>0.15</p>	

Scene	Panel
167	1
	
<p>Slugging</p> <p>0.06</p>	
<p>MAY 20 2013</p>	

1020 008-Frybo SU_1020-008_Frybo

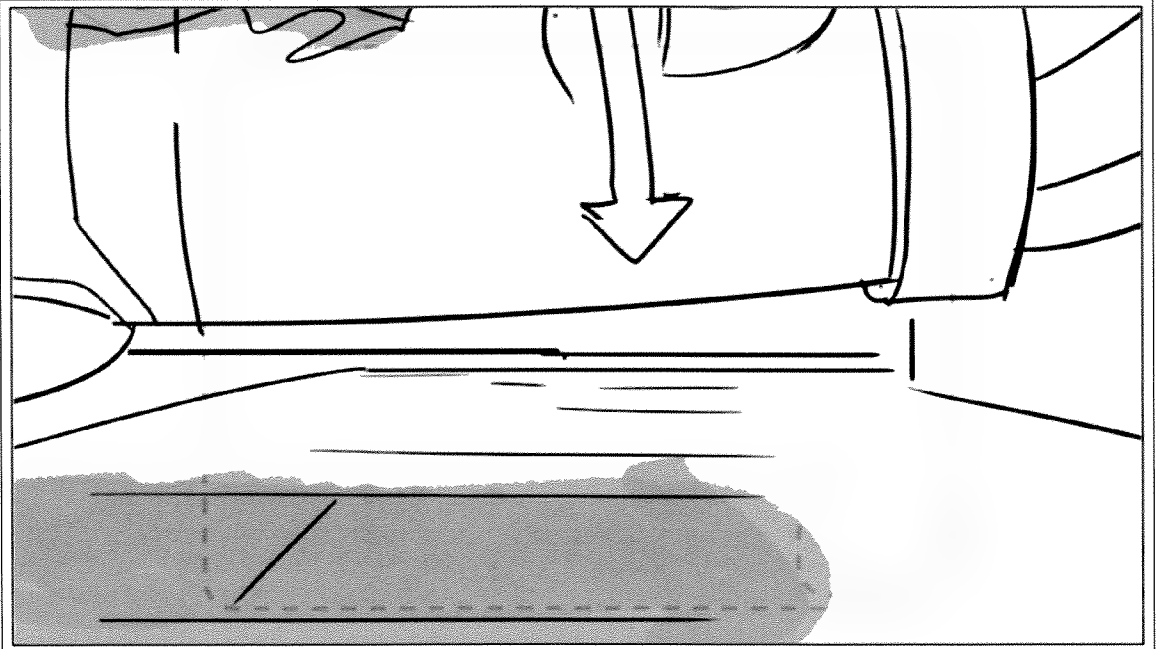
Scene	Panel
167	2



Action Notes
Frybo falls back

Slugging
0.08

Scene	Panel
168	1



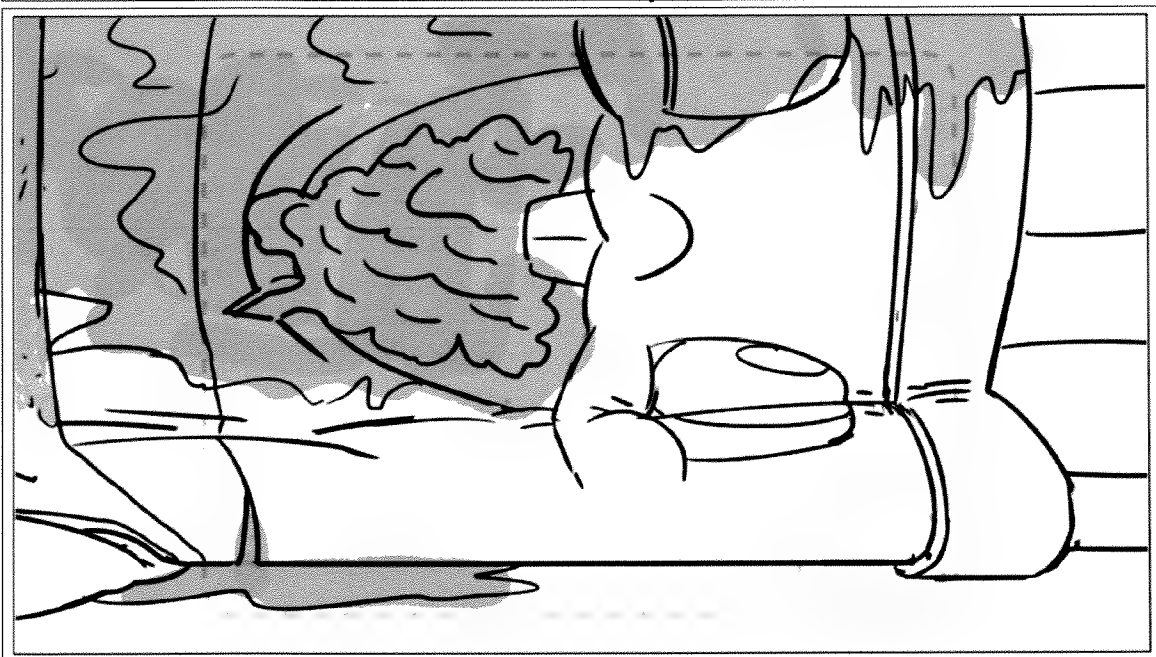
Slugging
0.09

MAY 20 2013

1020.008

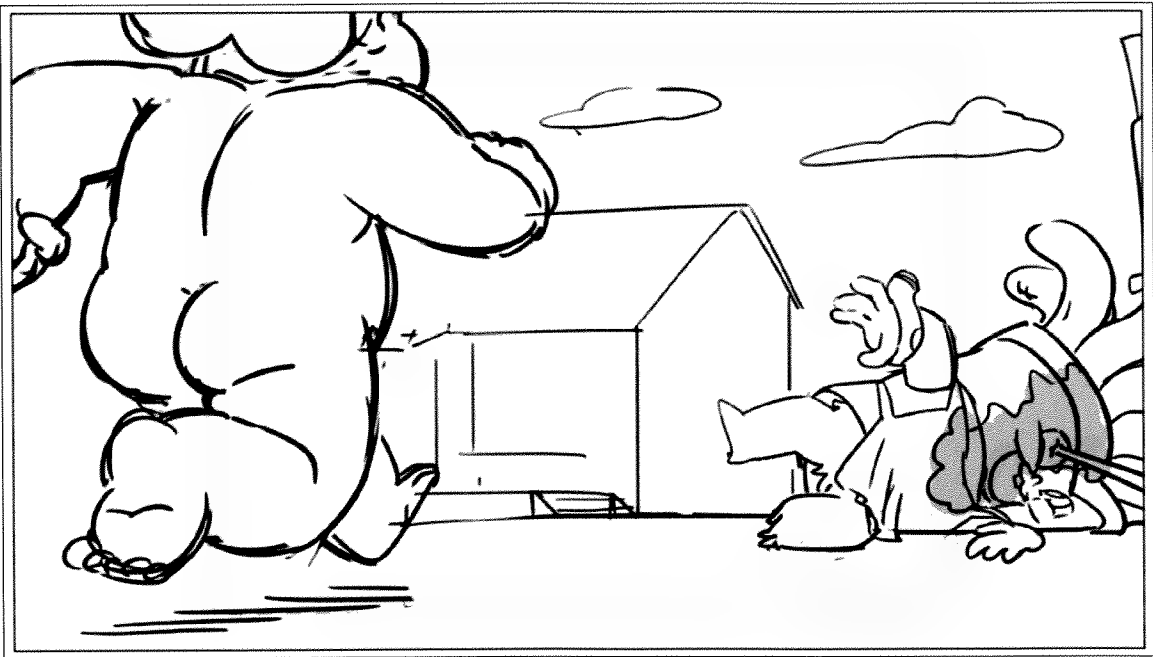
1020.008

Scene	Panel
168	2



Slugging
1.13

Scene	Panel
169	1



Slugging
0.07

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1020.008

1020.008

1020 008-Frybo SU_1020-008_Frybo

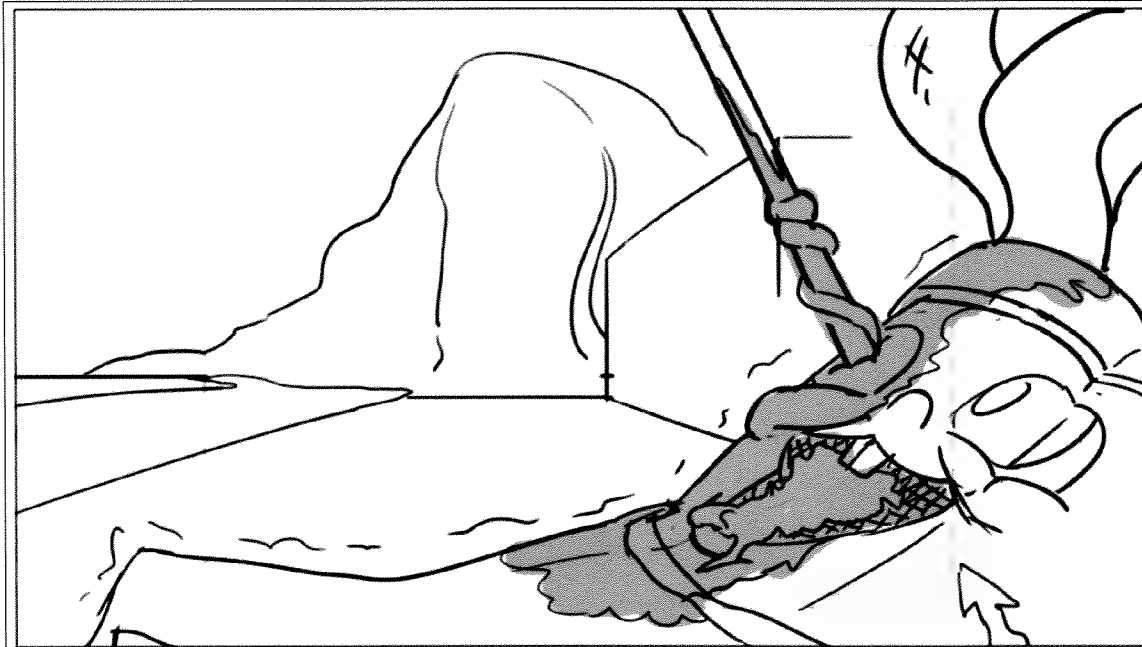
Scene	Panel
169	CONT 2



Action Notes
Steven runs towards Frybo

Slugging
1.02

Scene	Panel
170	1



Slugging
0.12

MAY 20 2013

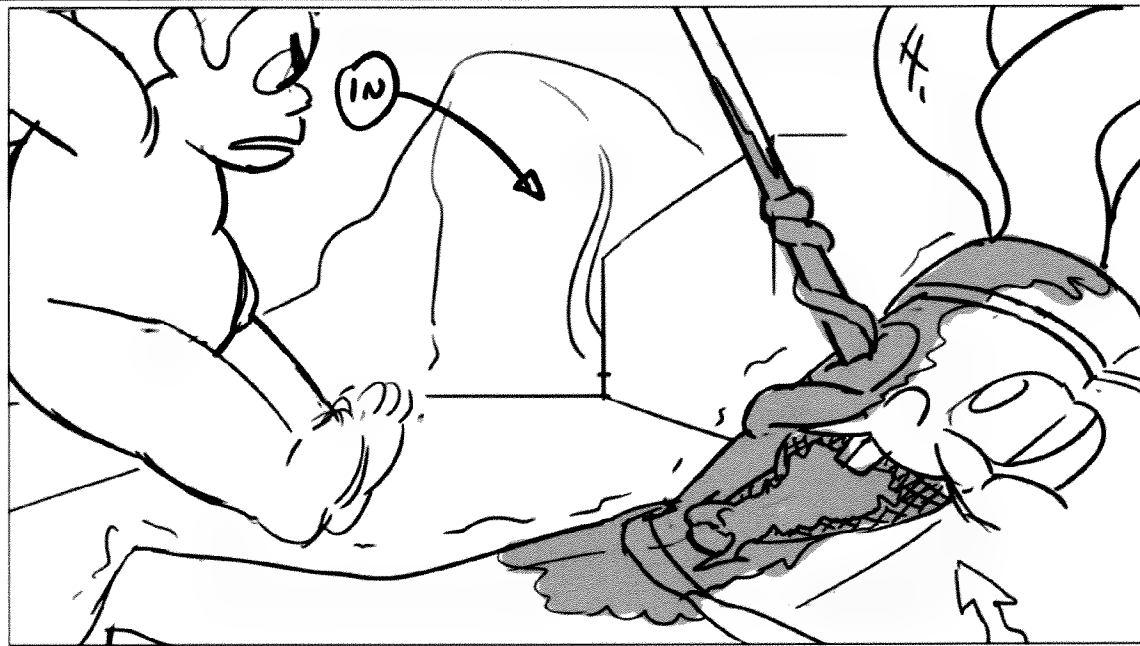
1020.008

1020.008

1020.008

Scene	Panel
170	2

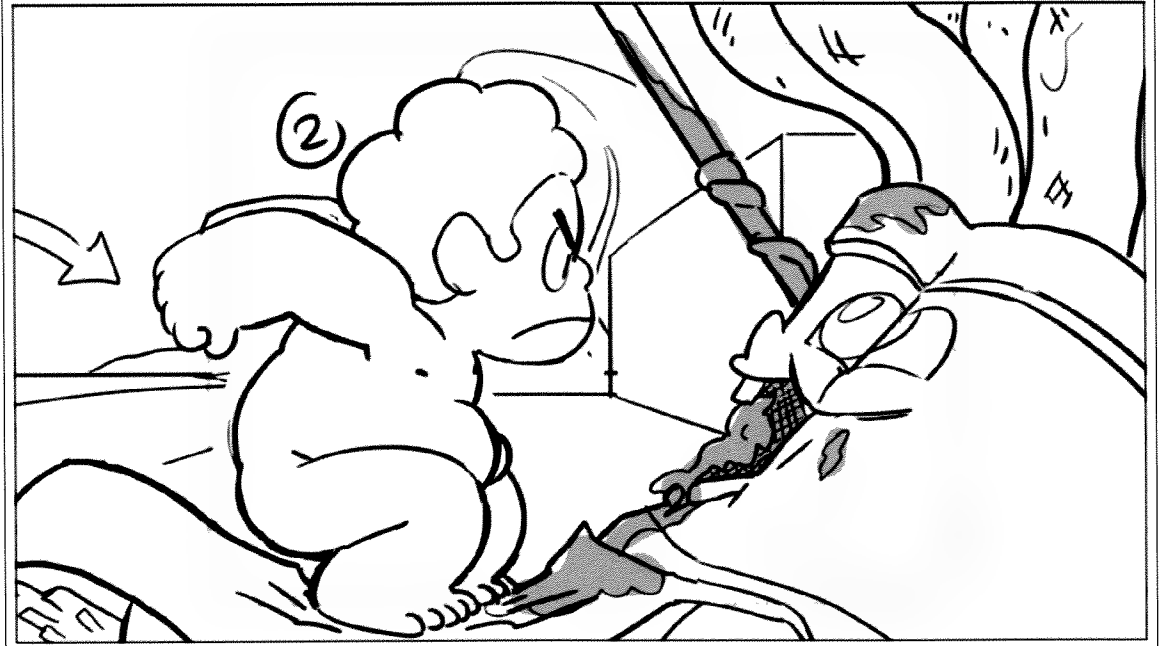
CONT



Slugging
0.05

Scene	Panel
170	3

CONT

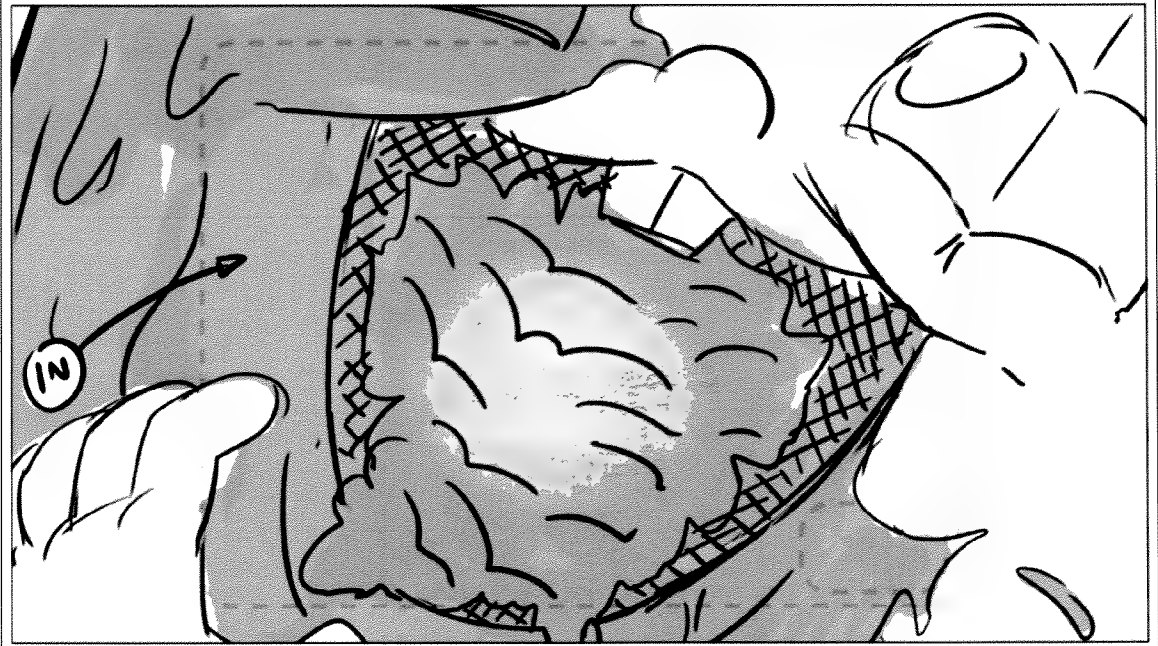


Action Notes
Steven jumps on Frybo

Slugging
0.14

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Scene	Panel
171	1



Slugging
0.07

* NO GLOW *

Scene	Panel
171	2



Action Notes
Steven plunges hand into Frybo's mouth

Slugging
1.14

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1020 008-Frybo SU_1020-008_Frybo

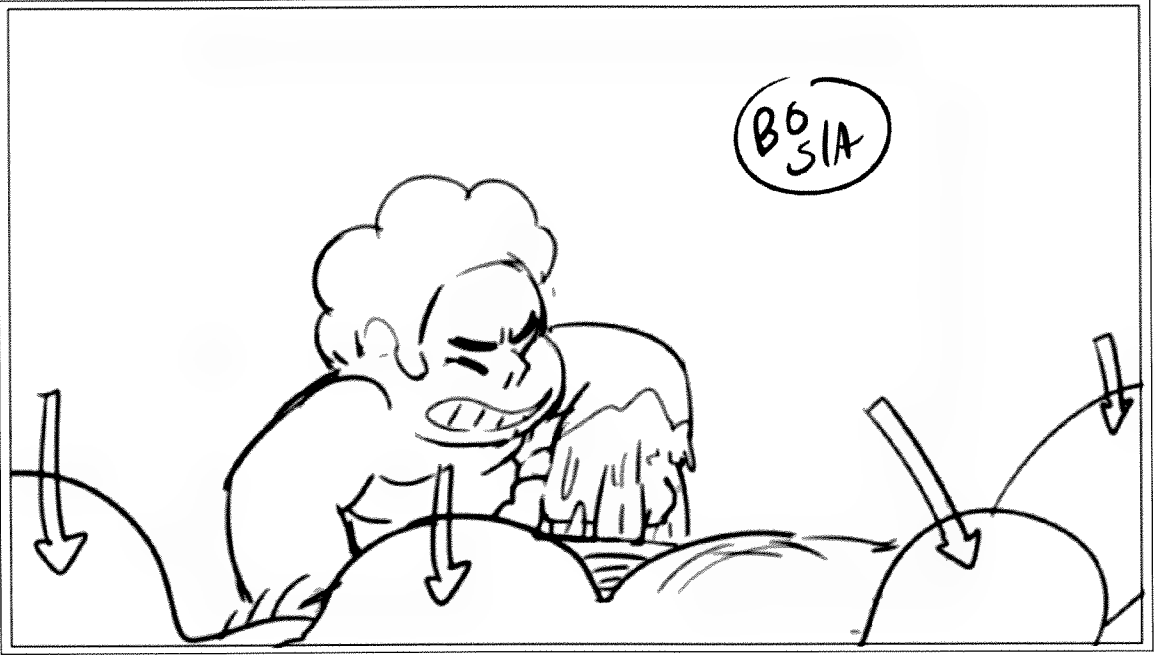
Scene	Panel
172	1



Action Notes
FRYBO's tentacles struggle as STEVEN pulls out gem shard.

Slugging
0.11

Scene	Panel
172	cont 2



Action Notes
STEVEN's hand is covered in ketchup.

Slugging
1.11
MAY 20 2013

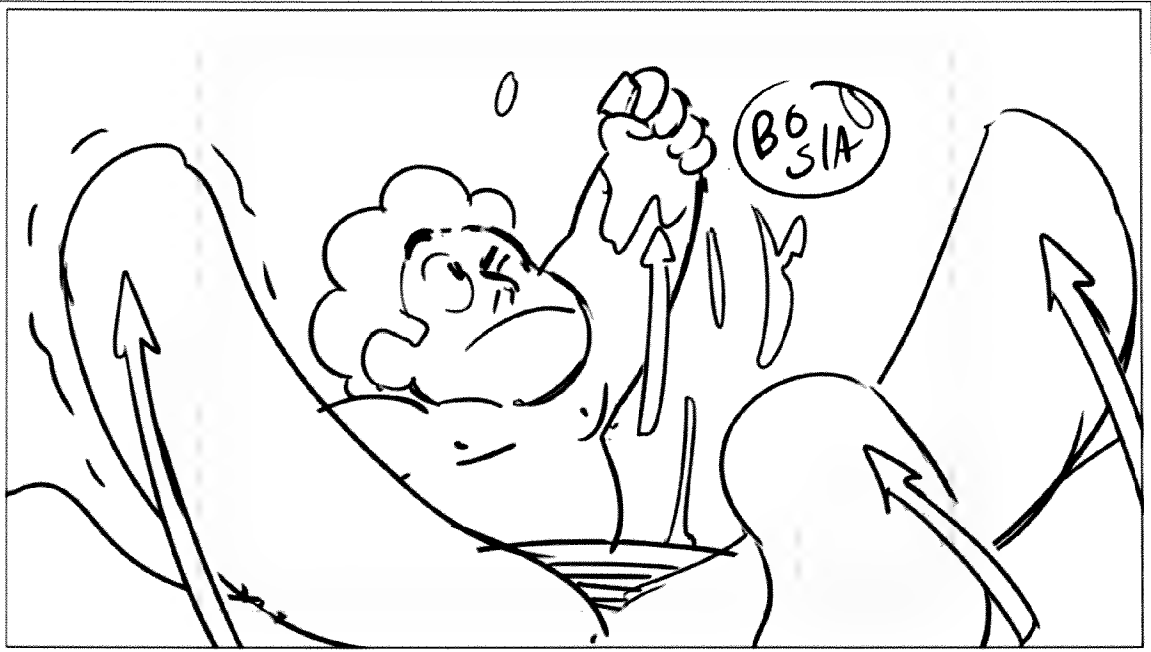
1020.008

1020.008

1020.008

1020 008-Frybo SU_1020-008_Frybo

Scene	Panel
172	CONT 3



Action Notes
Steven pulls shard out, FRYBO's fry tentacles rise up

Slugging
2.03

Scene	Panel
172	CONT 4



Action Notes
FRYBO's fry tentacles drop suddenly.

Slugging
1.02

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Scene	Panel
172	CONT5



00:09:27:16

Slugging
1.03

Scene	Panel
172	CONT6



00:09:28:03

Slugging
1.13

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1020.008

Scene	Panel
173	1

Dialog

PEARL: STEVEN!

Slugging

1.10

Scene	Panel
173	2

Dialog

PEARL: ARE YOU ALRIGHT?!

FRYMAN (MUFFLED): FINE

Action Notes

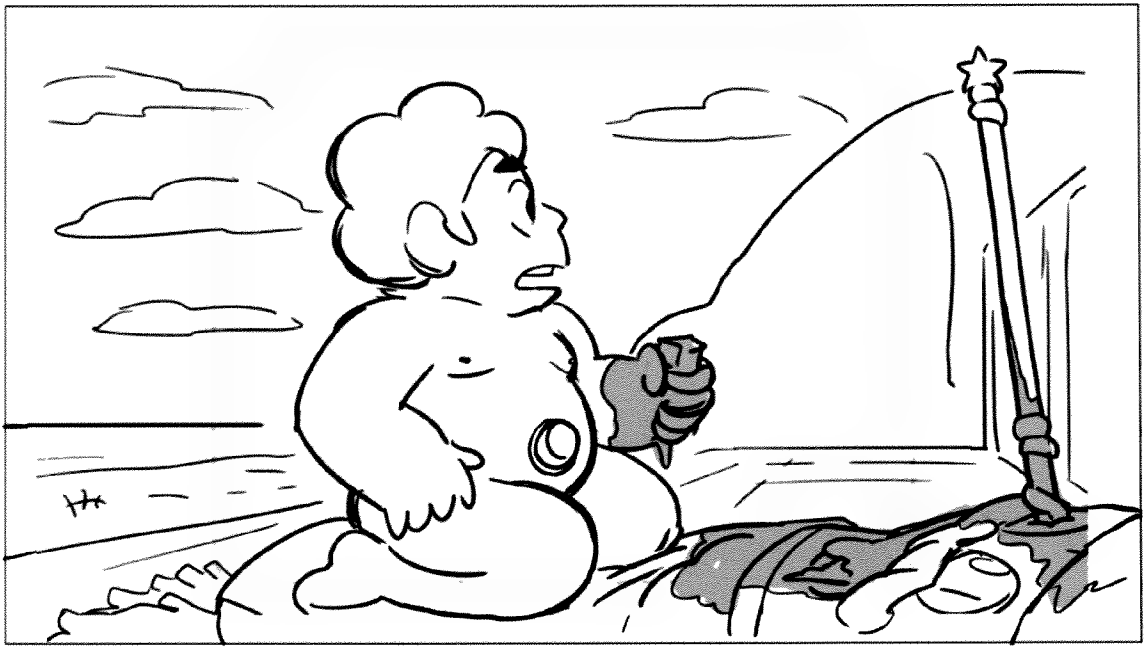
Pearl feels Fryman's face for Steven

Slugging

4.02

1020.008

Scene	Panel
174	1



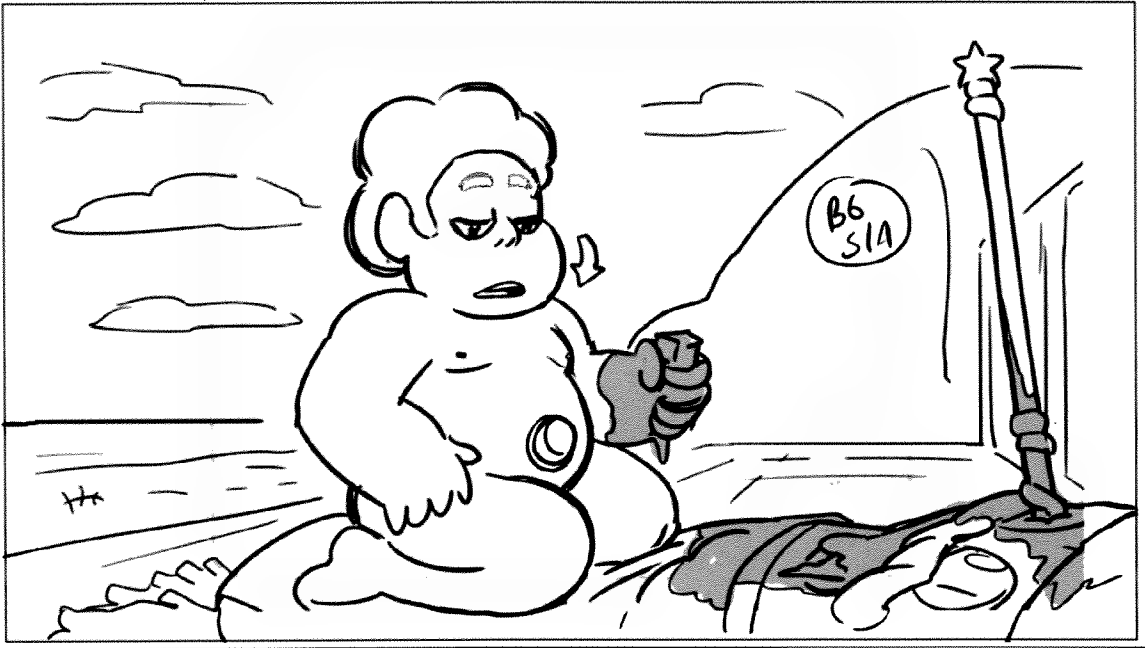
Dialog

STEVEN: I'M OK.

Slugging

1.10

Scene	Panel
174	2



Dialog

STEVEN: AS SOON AS I BARED MY BUTT

Slugging

2.13

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1020.0701

Scene	Panel
175	1



Slugging
Panels 1 + 2 = 3.12

Scene	Panel
175	2



Dialog
STEVEN: I KNEW HE'D CRACK.

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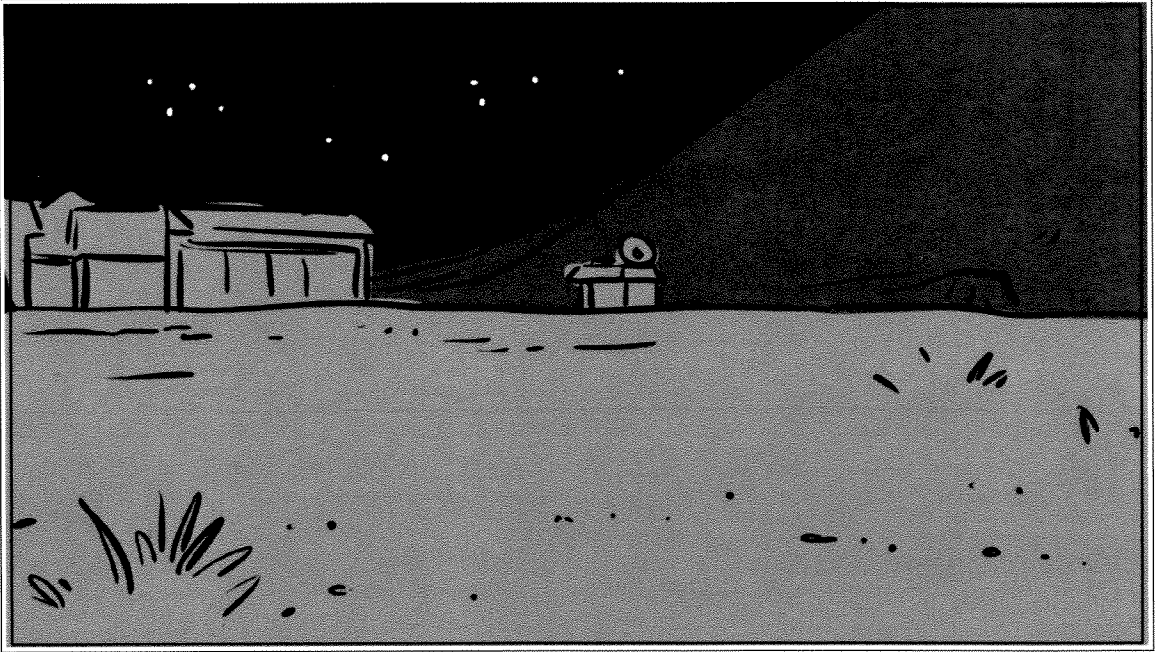
Scene	Panel
176	1



Action Notes
Fade from black to next panel.

Slugging
3.11

Scene	Panel
176	CONT 2



Slugging
2.02

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1020.008

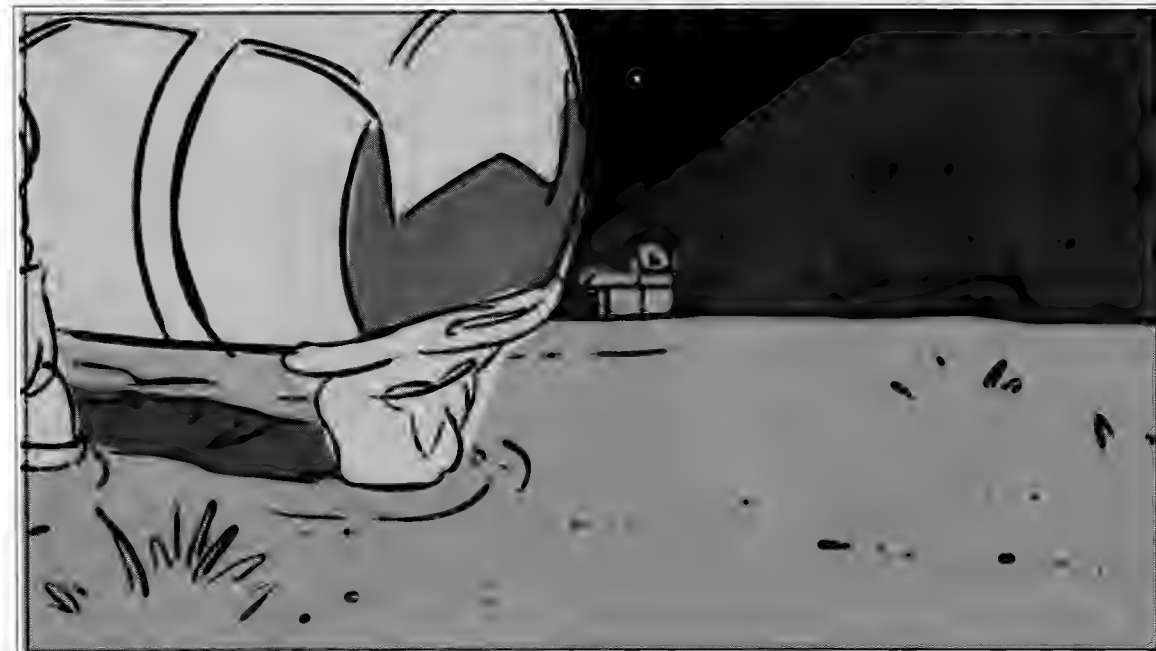
1020.008

Scene	Panel	
176	CONT	3



Slugging
Panels 3 to 5 = 1.11

Scene	Panel	
176	CONT	4



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Scene

Panel
176 *CONT*

5



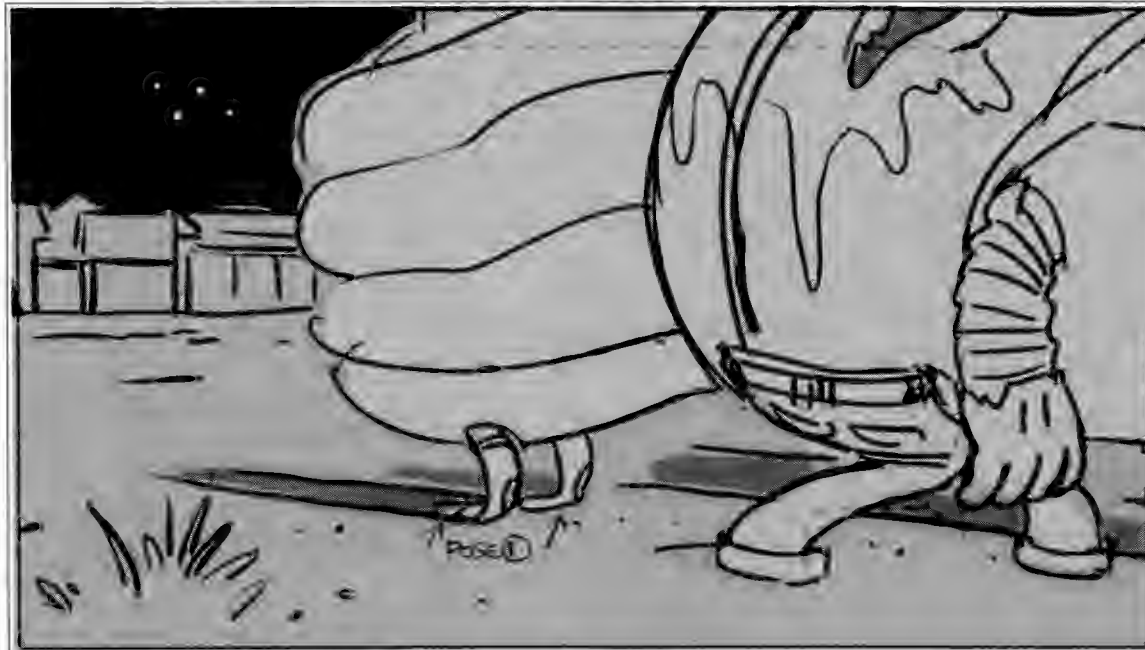
Action Notes

Steven's clothes dragging Frybo

Scene

Panel
176 *CONT*

6

Slugging
2.01

POSE(2)

SOCK WALK-CYCLE

"SNAIL-LIKE"

MAY 20 2013

Scene	Panel
177	1



Slugging
0.11

*NO EIM LIGHT.

Scene	Panel
177	2

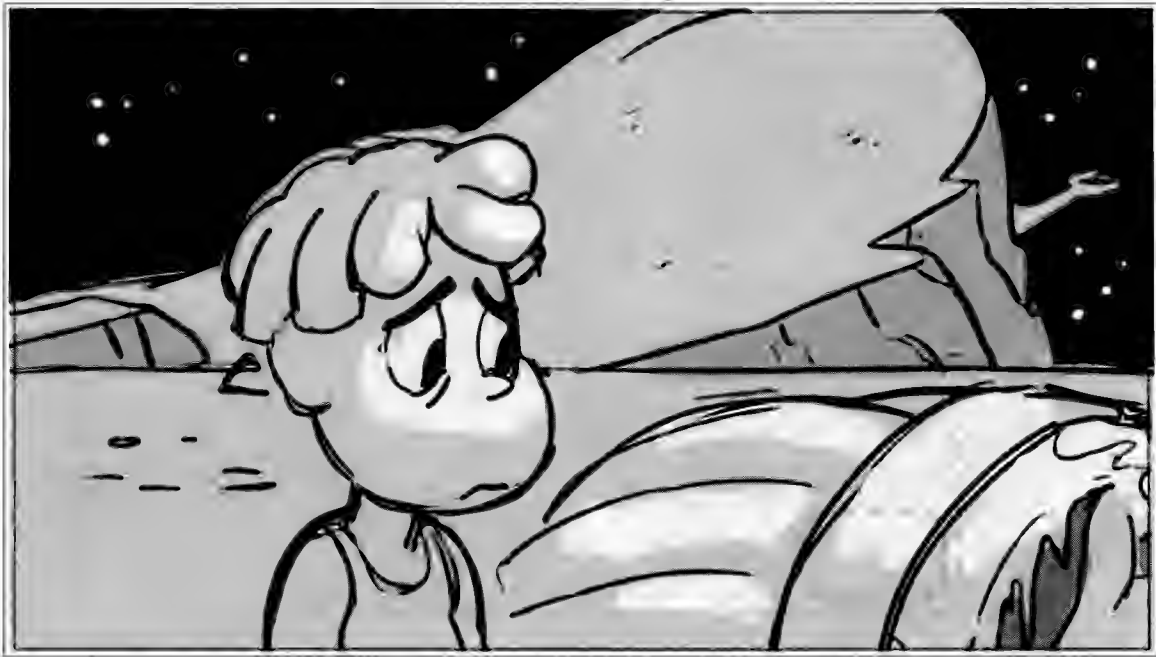


Action Notes
Clothes dragging Frybo by PD

Slugging
1.07

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Scene Panel
177 *cont* 3



Slugging
1.13

Scene Panel
177 *cont* 4



Slugging
2.02

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Scene	Panel
178	1



Slugging
1.03

Scene	Panel
178	2

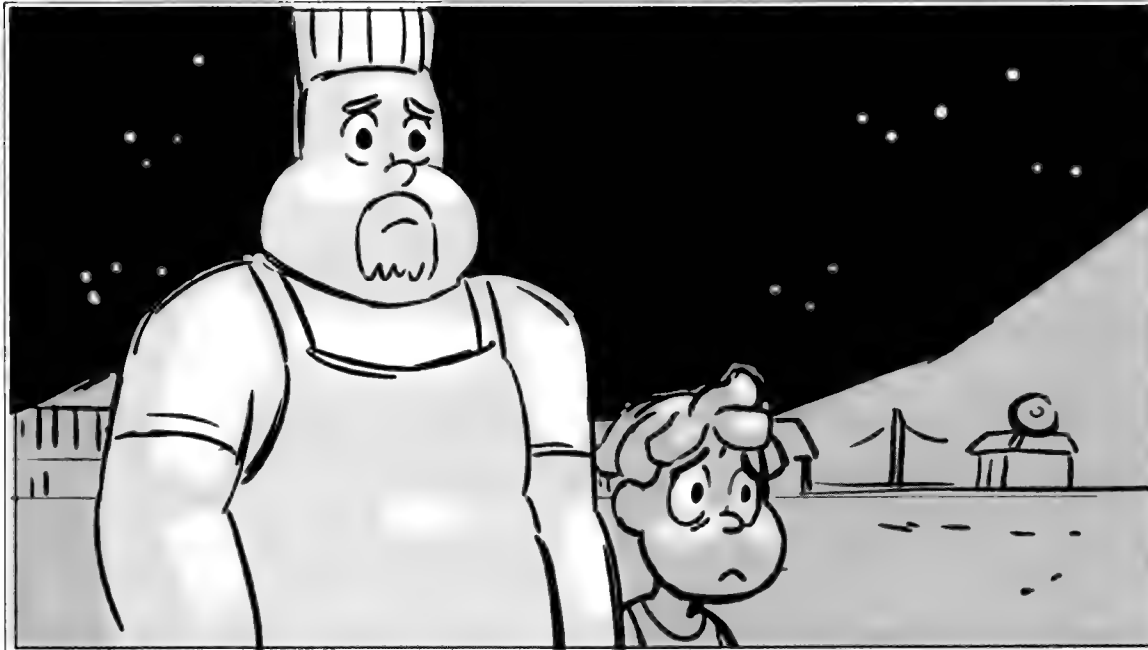


Action Notes
Clothes put Frybo into a boat

Slugging
2.09

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Scene	Panel
179	1



Dialog

FRYMAN: YOU WERE GREAT, FRYBO.

*NO RIM LIGHT.

Slugging

Panels 1 + 2 = 3.03

Scene	Panel
179	2

cont



Dialog

FRYMAN: YOU WERE GREAT, FRYBO.

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Scene 179 Panel 3
CONT



Dialog
FRYMAN: THE KIDS TODAY JUST DIDN'T UNDERSTAND.

Slugging
4.02

Scene 179 Panel 4
CONT



Dialog
FRYMAN: AND NOW...

Slugging
2.13
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Scene	Panel
179	5



Dialog
FRYMAN: THEY NEVER WILL!

Slugging
2.11

Scene	Panel
180	1



Dialog
PEARL: WEREN'T PEOPLE WERE SCARED OF IT...

* NO KIM LIGHT

Slugging
2.02

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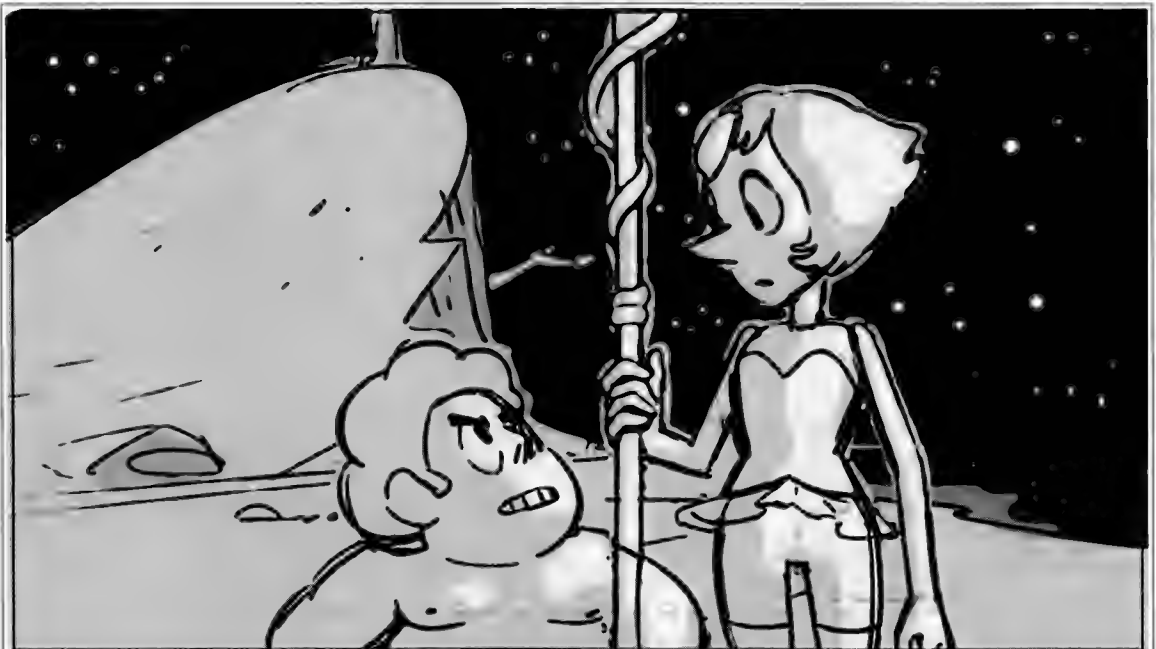
Scene 180 Panel 2



Dialog
PEARL: BEFORE HE ATTACKED THEM.

Slugging
1.13

Scene 180 Panel 3



Dialog
STEVEN: SHUSH!

Slugging
1.09

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1020.008

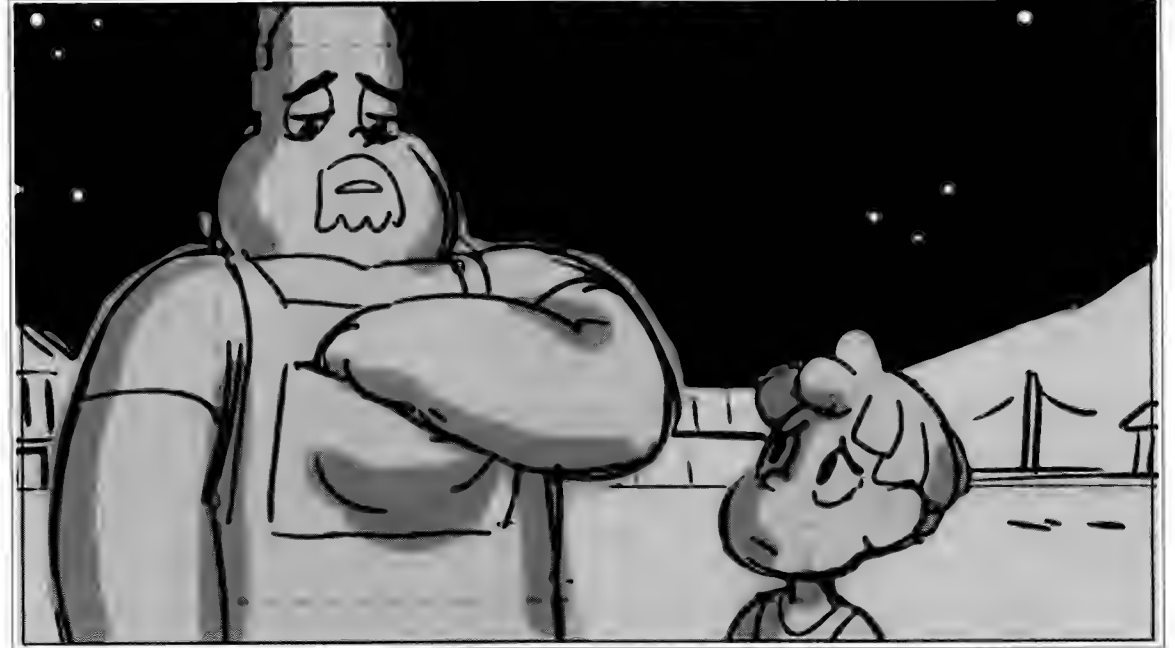
1020.008

Scene	Panel
181	1



Slugging
Panels 1 + 2 =3.07

Scene	Panel
181	cont 2



Dialog
FRYMAN: IT'S TIME...

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Scene	Panel
181	CONT 3



Dialog

FRYMAN: ...TO SEND HIM OFF.

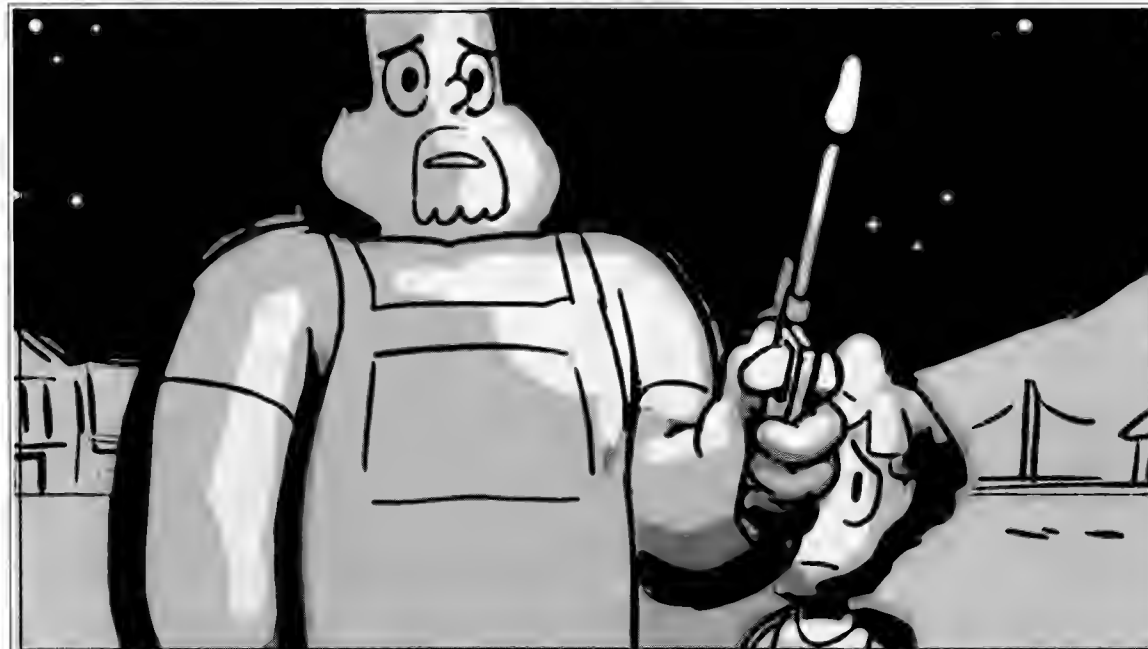
Action Notes

Fryman pulls out lighter

Slugging

1.14

Scene	Panel
181	CONT 4



Action Notes

Fryman lights lighter

Slugging

Panels 4 + 5 = 2.04

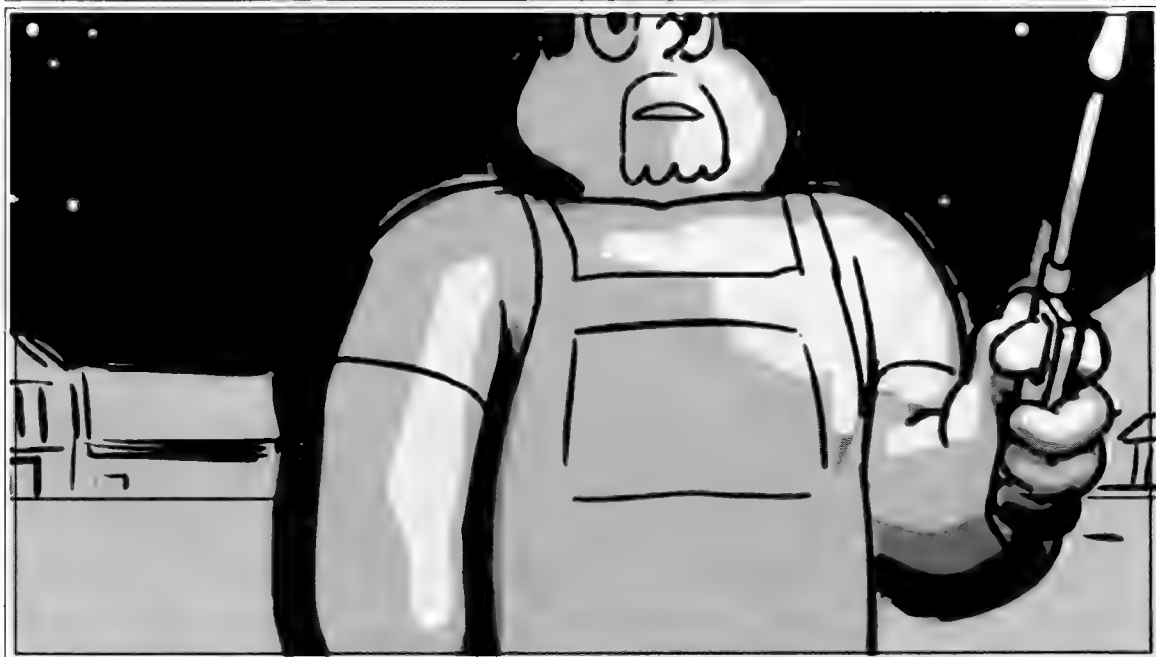
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1020.008

1020.008

1020.008

Scene	Panel
181	CONT 5



Scene	Panel
182	1



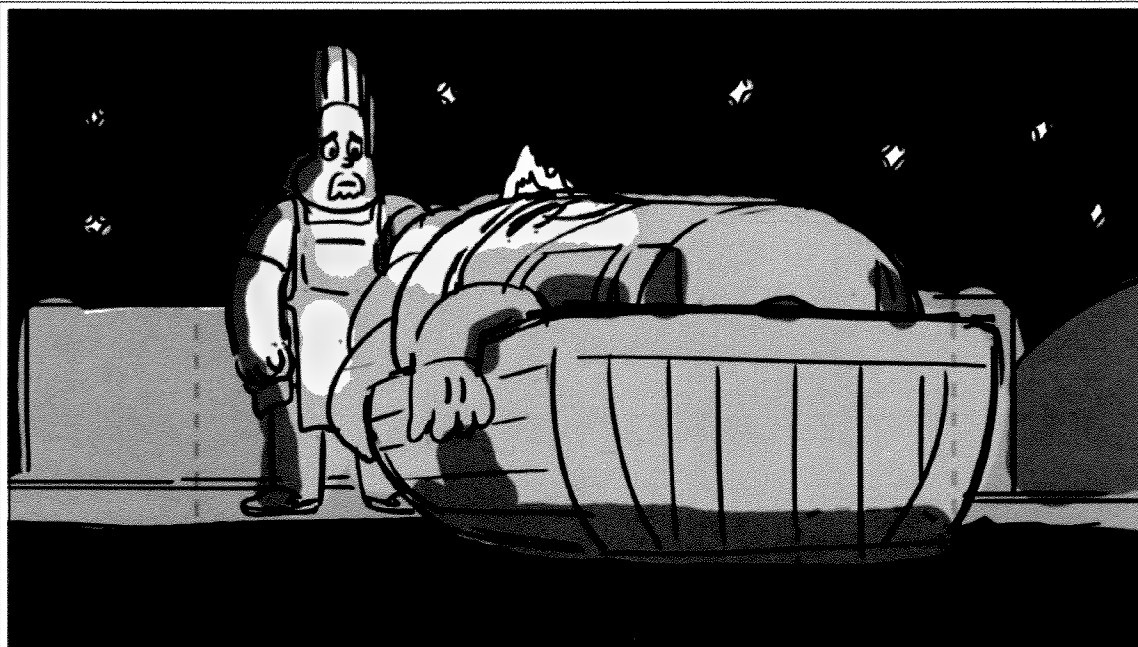
Slugging
Panels 1 + 2 = 1.13

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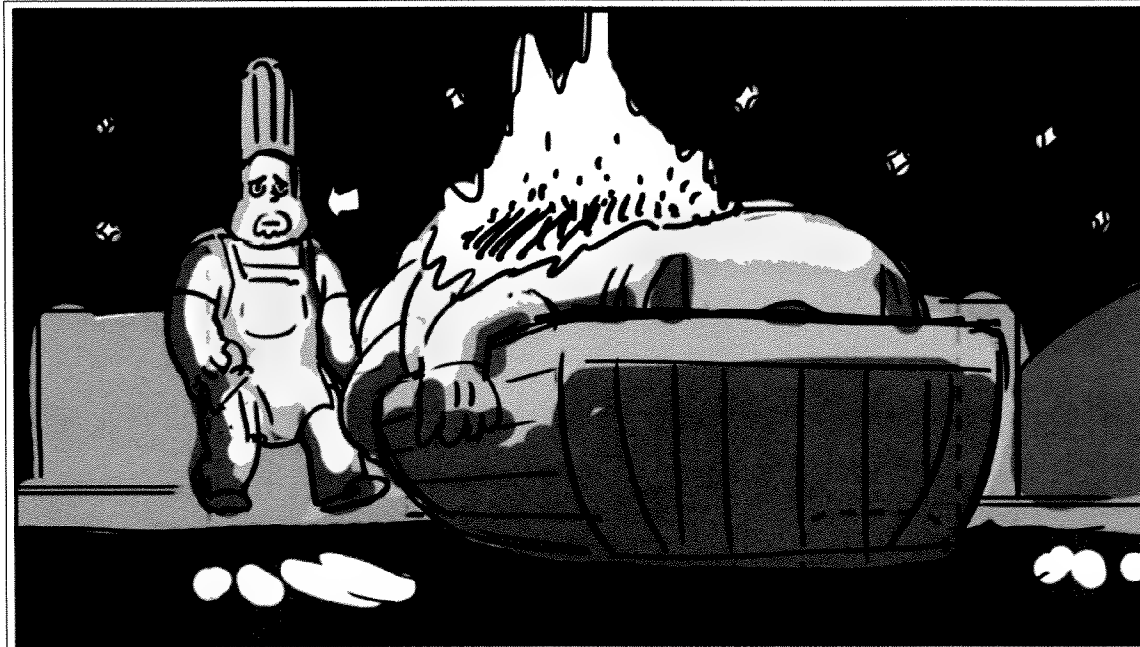
1020-008

Scene	Panel
182	CONT
	2



Action Notes
Fryman sets Frybo on fire

Scene	Panel
182	CONT
	3



Slugging
2.06

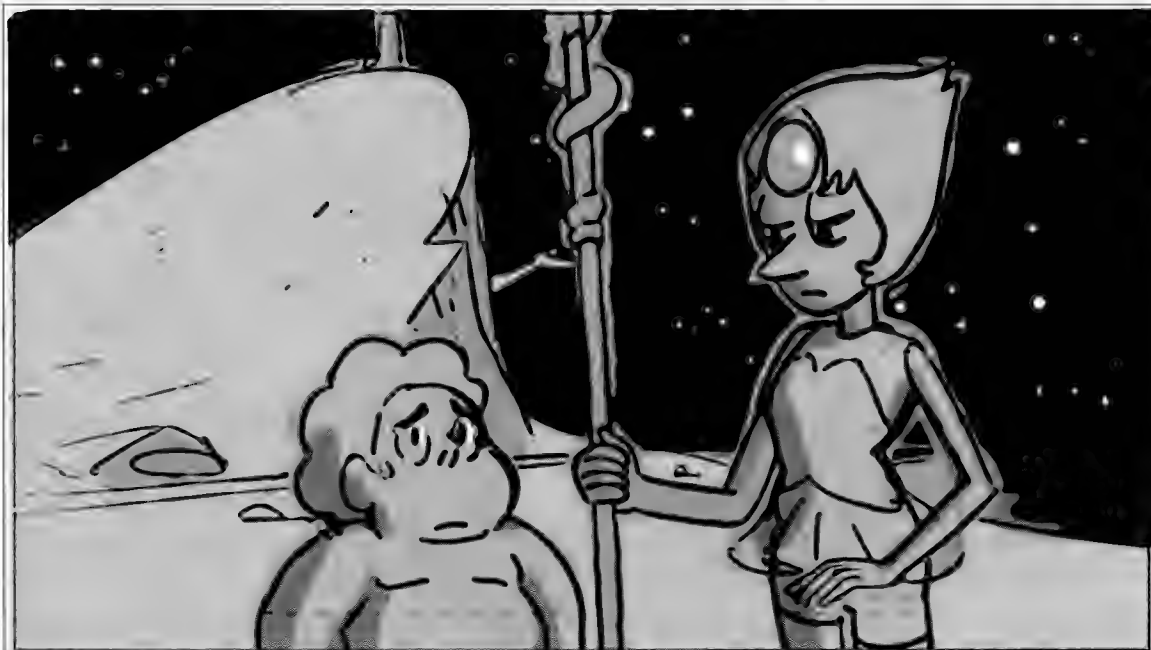
MAY 20 2013

1020.008

1020.008

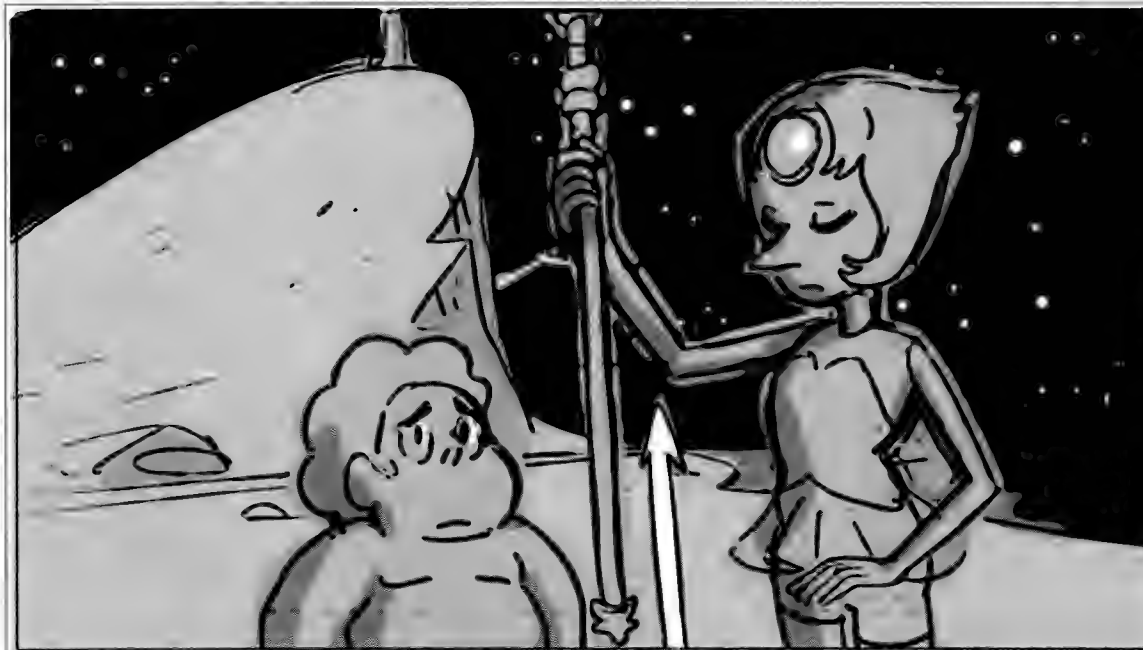
1020.008

Scene	Panel
183	1



Slugging
Panels 1 + 2 = 0.11

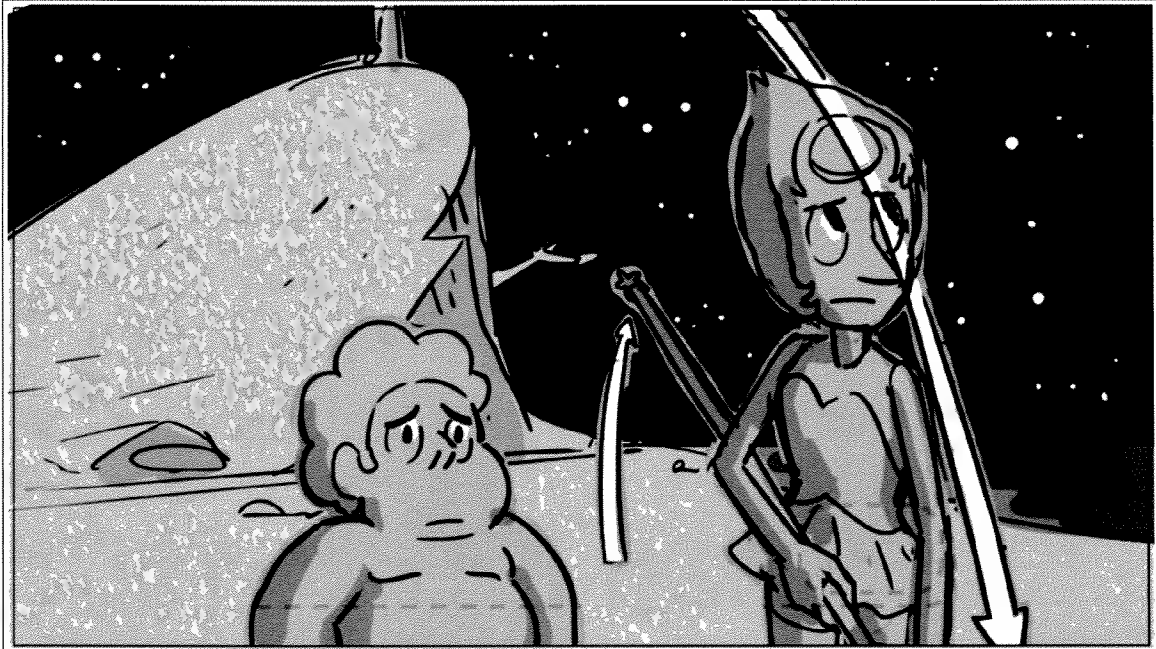
Scene	Panel
183	2 <i>CONT</i>



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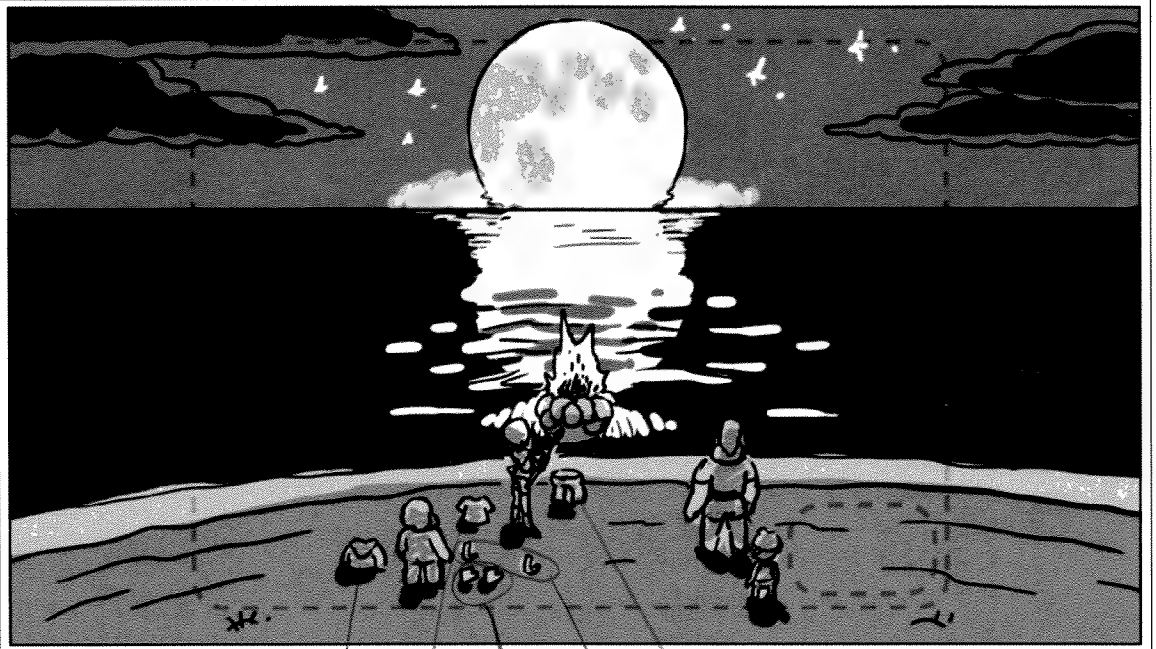
1020.008

Scene	Panel
183	CONT 3



Slugging
1.14

Scene	Panel
184	1



Action Notes
Pearl pushes boat

JACKET
SHIRT
SHOES
PANTS
SOCKS

Slugging
1.03

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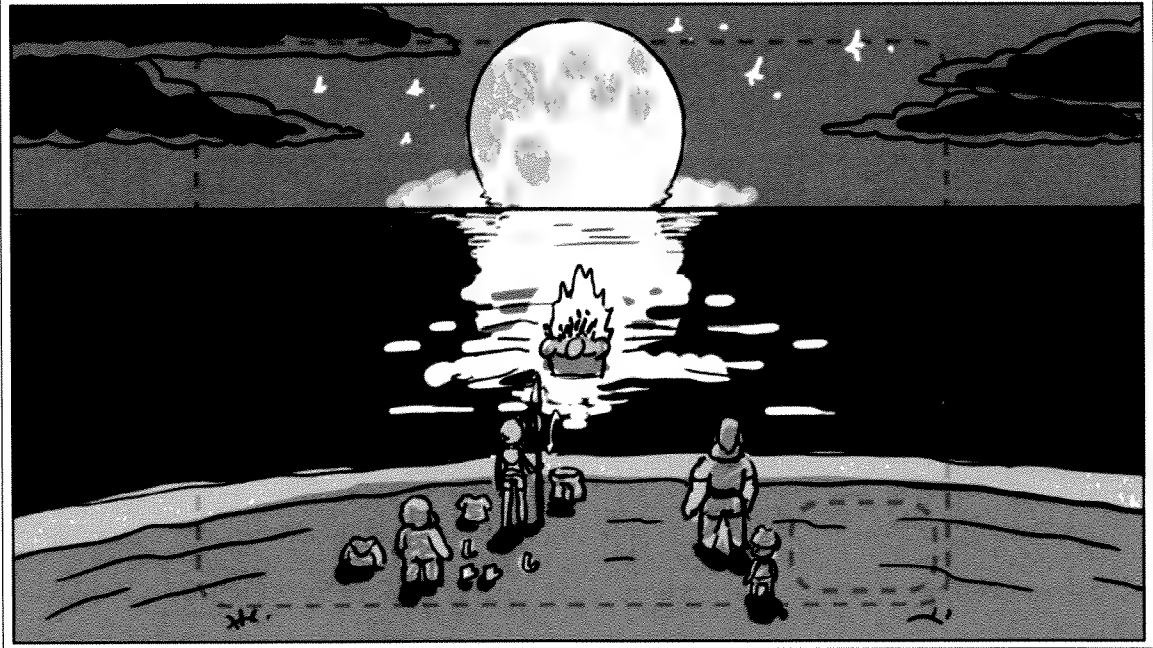
1020.008

Scene	Panel
184	CONT 2



Slugging
1.09

Scene	Panel
184	CONT 3



Action Notes
boat drifts out

Slugging
3.05

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Scene	Panel
185	1

Dialog

FRYMAN: AS GREASY IN DEATH -

**NO BOIL ON HIGHLIGHTS.*

Slugging

Panels 1 + 2 = 7.06

Scene	Panel
185	2

Dialog

FRYMAN: -AS HE WAS IN LIFE.

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Scene	Panel
185	CONT 3



Dialog
PEE DEE: DAD...

Slugging
2.05

Scene	Panel
185	CONT 4



Dialog
PEE DEE: UM...

Slugging
1.12

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1020.008

1020.008

Scene	Panel
185	CONT 5



Dialog
 PEE DEE: I'LL...

Slugging
 1.11

Scene	Panel
185	CONT 6



Slugging
 1.08

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1020.008

1020.008

Scene 185 Panel 7
cont



Dialog
PEE DEE: ARE YOU GOING TO GET ANOTHER COSTUME?

Slugging
3.04

Scene 185 Panel 8
cont



Slugging
2.01

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1020.008

1020.008

Scene	Panel
185	9
CONT	



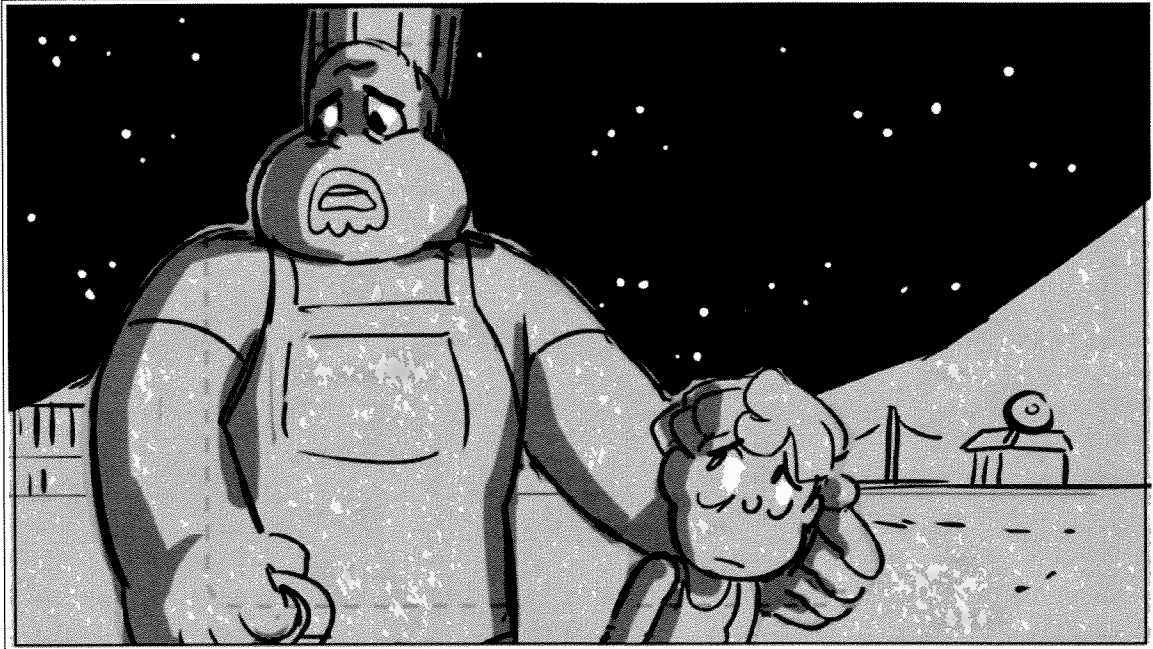
Dialog

FRYMAN: I DON'T NEED ANOTHER FRYBO.

Slugging

Panels 9 + 10 = 7.00

Scene	Panel
185	10
CONT	



Dialog

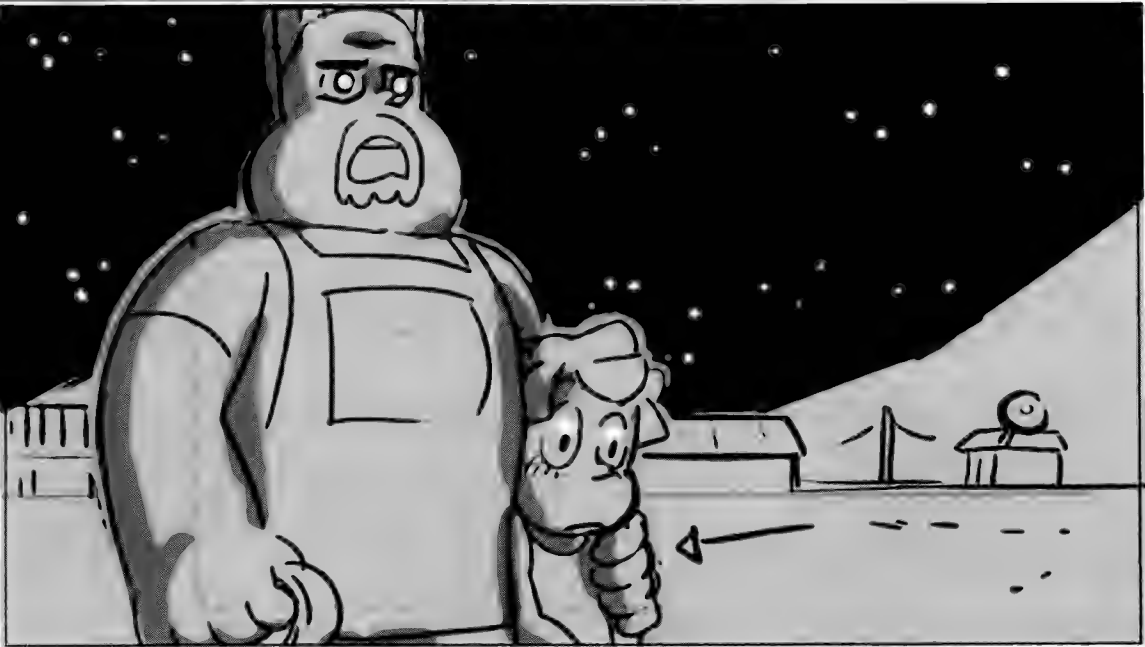
FRYMAN: - I'VE GOT...

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1020.008

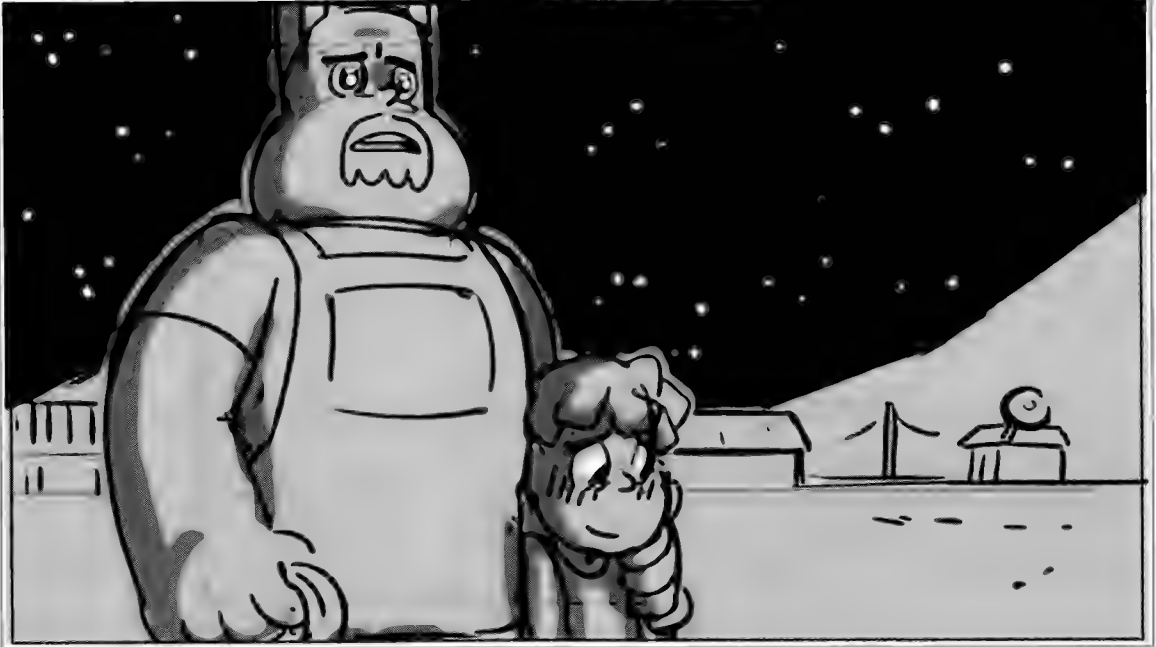
Scene 185 Panel 11
cont



Dialog
FRYMAN: ...A FRY...

Slugging
0.14

Scene 185 Panel 12
cont

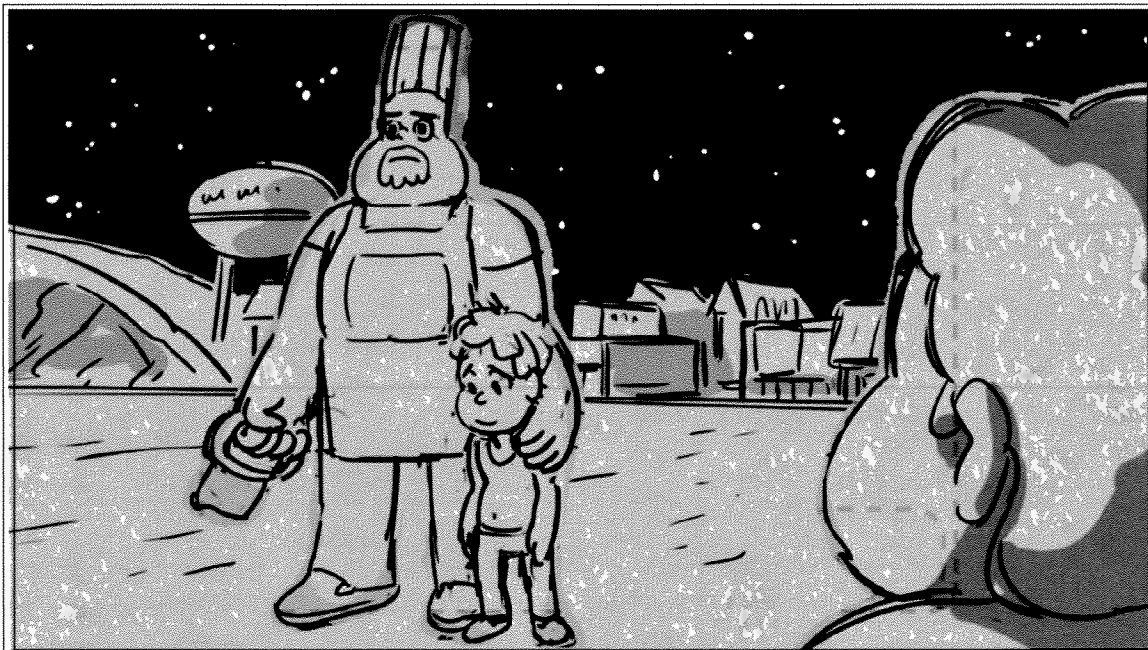


Dialog
FRYMAN: ...MAN.

Slugging
2.01
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Scene	Panel
186	1



Slugging
1.15

A

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Scene

Panel

186 CONT

2



Slugging
ADJ: 1.07

(A)

(B)

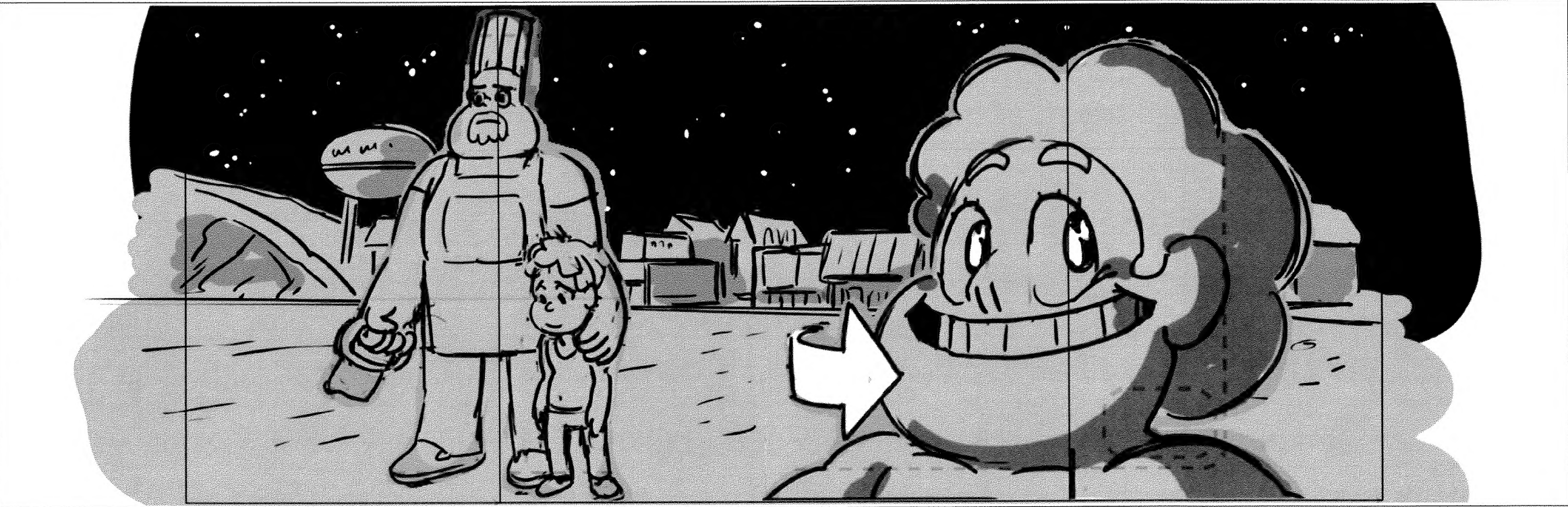
MAY 20 2013

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1020-008

1020-008

Scene	Panel
186	CONT 3



Slugging
ADJ: 0.08
Then HOLD: 2.01

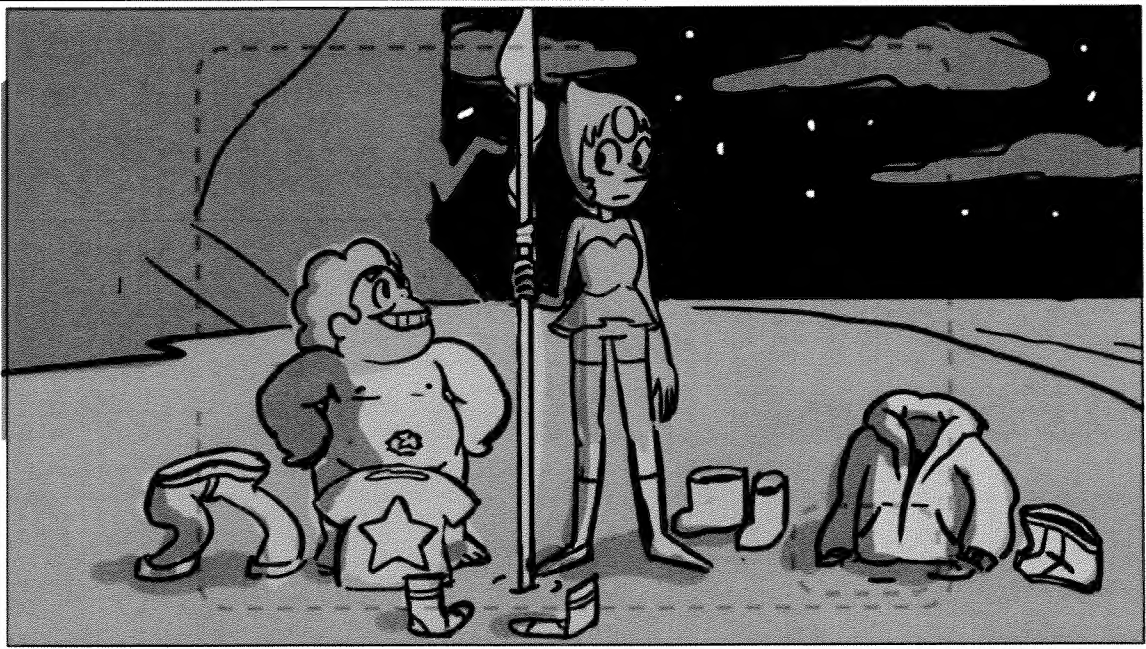
(B)

MAY 20 2013

1020.008

1020.008

Scene	Panel
187	1



Dialog

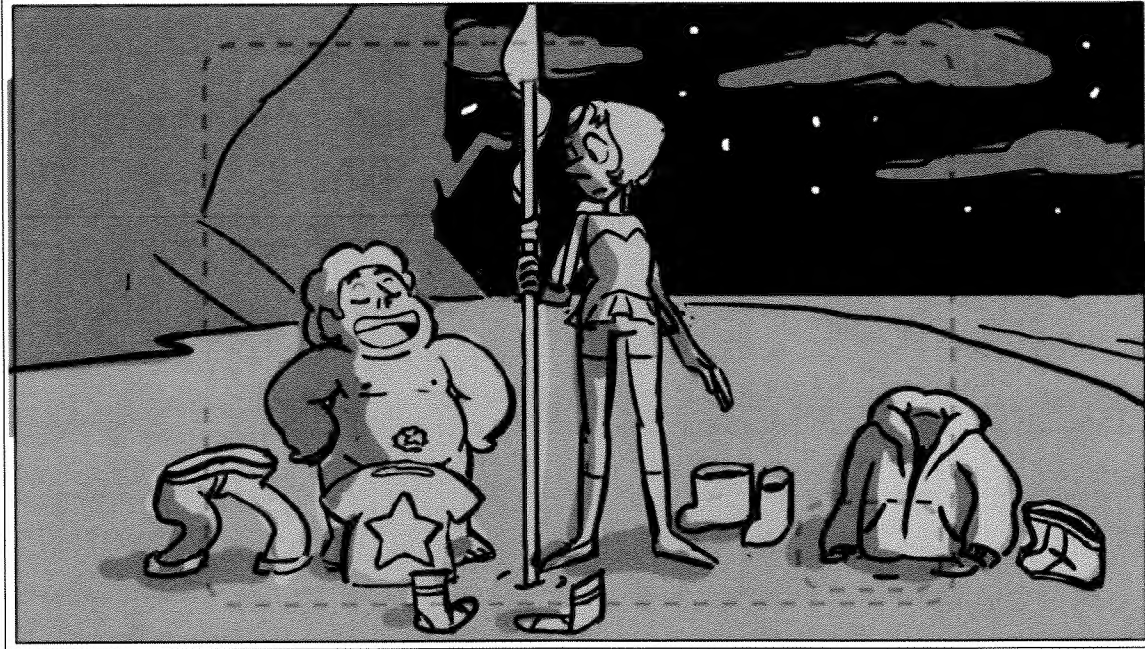
STEVEN: PEARL, I THINK OUR WORK HERE IS DONE.

Slugging

Panels 1 + 2 = 4.13

Scene	Panel
187	2

CONT



Dialog

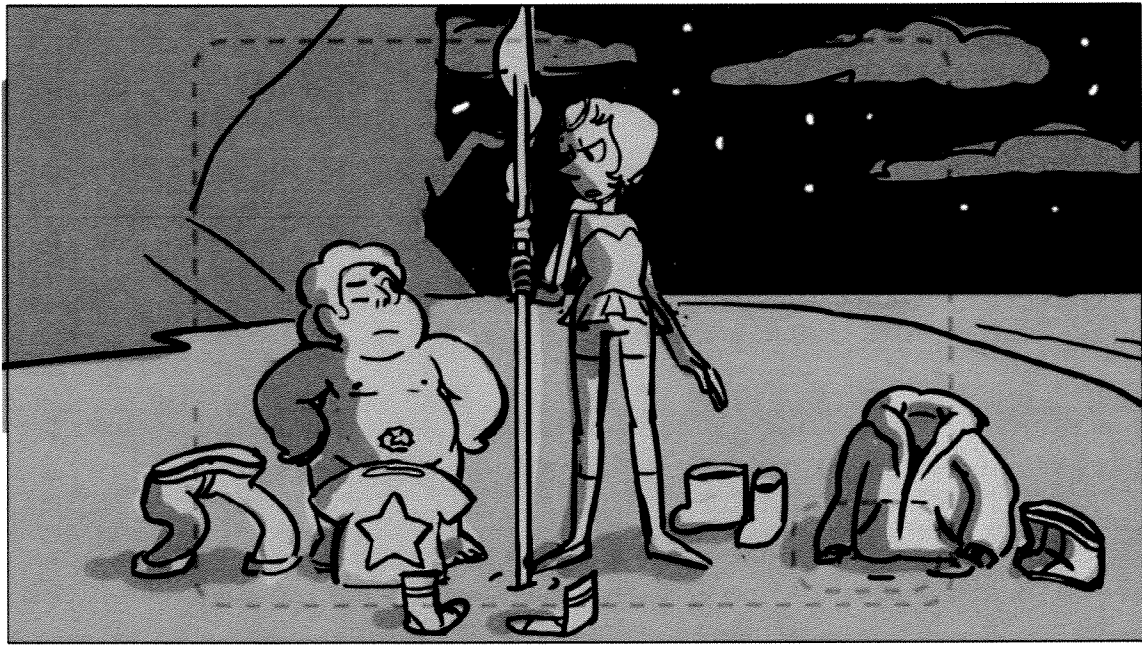
STEVEN: PEARL, I THINK OUR WORK HERE IS DONE.

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1020.008

1020.008

Scene	Panel
187	CONT 3



Dialog
PEARL: PUT YOUR CLOTHES ON, STEVEN.

Slugging
3.10

Scene	Panel
187 CONT	4



Slugging
0.13

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Scene *187 CONT* Panel *5*



Slugging
1.14

Scene *187 CONT* Panel *6*



Slugging
0.10

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